HERESY OF STEEL

AN ADVENTURE IN THE WORLD OF
Steinhardt's Guide to the
ELDRITCH HUNT

Steinhardt's Guide to the ELDRITCH HUNT

HERESY OF STEEL

A 5e adventure path

The Age of Flesh is Over, The Reign of Steel Begins

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GAME MASTER'S PRIMER

INTRODUCTION

Welcome to the *Rise of the Wretched* adventure path!

You're about to guide your players through a chilling journey set in the cursed city of Luyarnha, a setting deeply explored in *Steinhardt's Guide to the Eldritch Hunt*. This essential companion equips you with all the tools and knowledge needed to steer your players through the shadow-laden streets and eldritch mysteries that pervade this cursed city.

Purpose of the Guide

Whether you aim to integrate individual adventures into your ongoing campaign or conduct the entire sequence, this document offers detailed guidance on adaptation and implementation.

Individual Adventures. Each adventure within this path is designed to function as a standalone experience, complete with its unique challenges and narrative arcs. GMs seeking to incorporate these stories into their campaigns will find instructions for adjustments and integration, ensuring the adventure fits seamlessly into any setting.

Full Adventure Path. For GMs running the full adventure path, this guide outlines how to connect each episode into a coherent narrative, escalating the psychological tension and unfolding the eldritch mysteries.

Essential Resources

As the GM, you'll need the 5th Edition core rulebooks at your disposal, or at the very least, the 5th Edition System Reference Document (SRD) and the Basic Rules available for free online. These resources are your bread and butter, covering the core mechanics of gameplay, from character creation and combat to spellcasting. They also offer a wide array of player options, including classes, races, and backgrounds, which are crucial for players crafting characters for your campaign.

Additionally, you're going to need ***Steinhardt's Guide to the Eldritch Hunt***. It will be your guide to a world of psychological and eldritch horror. It provides:

- ***New Player Options.*** Tailored backgrounds and class options designed for the horror setting, enabling players to create characters that are not just participants but integral elements of the narrative.
- ***Monsters and Horrors.*** Detailed profiles of the beasts and eldritch entities your players will face, offering not just stats but insights into their lore and behavior, enriching encounters and combat.
- ***Specialized Gear and Spells.*** Information on unique items and spells available, adding layers of strategy and intrigue to the gameplay.
- ***Setting Lore.*** An in-depth look at the campaign's world, ensuring you have all the context you need unleash the Scourge and weave compelling stories that grip your players.

Armed with the 5th Edition's foundational rules and the unique offerings of *Steinhardt's Guide to the Eldritch Hunt*, you'll be well-equipped to lead your players through an unforgettable campaign filled with psychological and eldritch horrors.

Campaign Overview

Rise of the Wretched unfolds as a harrowing journey through the cursed city of Luyarnha, set against the backdrop of *Steinhardt's Guide to the Eldritch Hunt*. Spanning six adventures, the narrative is steeped in political intrigue and moral quandaries as the party becomes entangled in the machinations of Luyarnha's principal factions: the Radiant Church, the Scions, and the Forsaken.

At the heart of the campaign is Malach, the Angel of Flesh. The insane manikin's sinister schemes and the looming threat of a supercharged manikin army form the campaign's core conflict. Malach's ultimate aim is to exploit the city's vulnerabilities with manipulations of both the Scions and the Forsaken against the Radiant Church. His grand design is to harvest a unique organic matter, using it to enhance his Angels and assembling an unstoppable force under his command.

As the characters navigate through the decaying urban sprawl of Luyarnha, they uncover chilling plots, stand against violent uprisings, and confront the supernatural. The campaign does not shy away from the darker aspects of scientific progress and the ethical dilemmas of human experimentation. Each faction, with its own hidden motives and ethical ambiguities, adds layers of depth to the narrative, challenging characters to make difficult choices that have far-reaching consequences.

Adventure Summaries

The following are summaries of the six adventures included in the adventure path:

- ***The Cursed Convoy.*** Aboard a train smuggling goods for Malach and hurtling towards the city, the characters are thrust into a dark conspiracy that could ignite a conflict between the various factions in Luyarnha. The discovery of a strange organic matter and a battle with scourge beasts in a bathhouse hospital sets the stage for future adventures in the cursed city.

- ***In the Belly of the Beast.*** Following the aftermath at the bathhouse, the party is recruited by the local militia to eliminate a trapped scourge beast in the nearby sewers. The journey exposes them to the seedy underbelly of Luyarnha and the Black Market, where further details emerge about the mysterious substance found aboard the train.

- ***Whispers in the Waters.*** Investigating the corrupted aqueducts, characters uncover experiments that threaten to unleash a new scourge upon the city. Clues suggest a conspiracy involving the Scions and possibly a traitor within the Radiant Church, with the water itself harboring a sinister secret.

- ***Feast of the Black Beast.*** A grand masked dinner at a noble's mansion turns into a nightmare as an eldritch-infused lord unleashes horror upon the guests. The party must navigate treachery and bloodshed, with the fate of the evidence against the Scions hanging in the balance.

- ***The Horrid Harvest.*** Armed with the Radiant Church's backing, the party confronts the terrors of a vertical farm gone wrong. Their findings prove that a puppet master has been at the heart of the eldritch corruption, setting the stage for a climactic showdown.

- ***The Verdant Solution.*** The race to Carmella's Greenhouse pits the party against factions vying for control of a potent eldritch force. The decisions made here will determine the future of Luyarnha, shaping the destiny of the Forsaken, the Scions, and the city itself.

- ***The Hidden Sequel?***

Horror and Fun - SIDEBAR

Rise of the Wretched is a horror-themed campaign filled with psychological and supernatural elements. As the GM, it's vital to align these elements with your players' tolerance levels. Start with a discussion to agree on limits to set for various themes of the campaign, such as gore and torture. Tailor the horror to suit your group's preferences, focusing on aspects that engage and thrill them. Maintain open communication to adjust the narrative based on their feedback, ensuring the horror adds excitement without crossing lines.

TIMELINE

Here is a rough timeline of the world of Luyarnha:

Ancient Past:

- Elven empire at its peak, but later declines due to losing connection with the Fey.
- Nomadic Orc tribes roam vast expanses of hostile lands.

Founding of Luyarnha (approximately 500 years ago):

- Humans and Elves form an alliance and establish the settlement of Luyarnha.
- Half-Elves are born and rise to nobility in this city, at a time where the rest of the world rejects them.

Luyarnha's Early Years:

- The settlement grows rapidly, developing a unique identity and culture.
- Luyarnha gains independence from the Human and Elven empires.

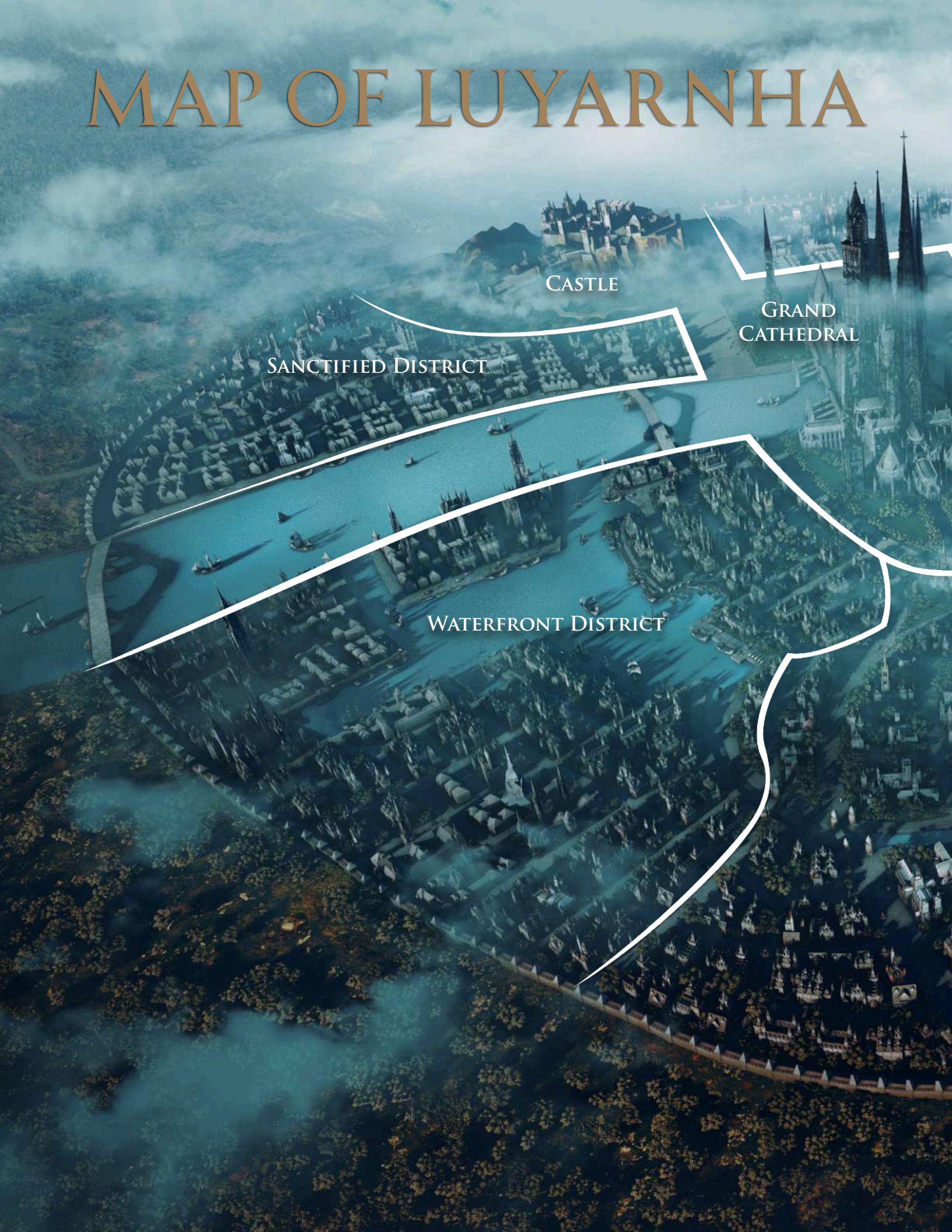
Arrival of the Orcs:

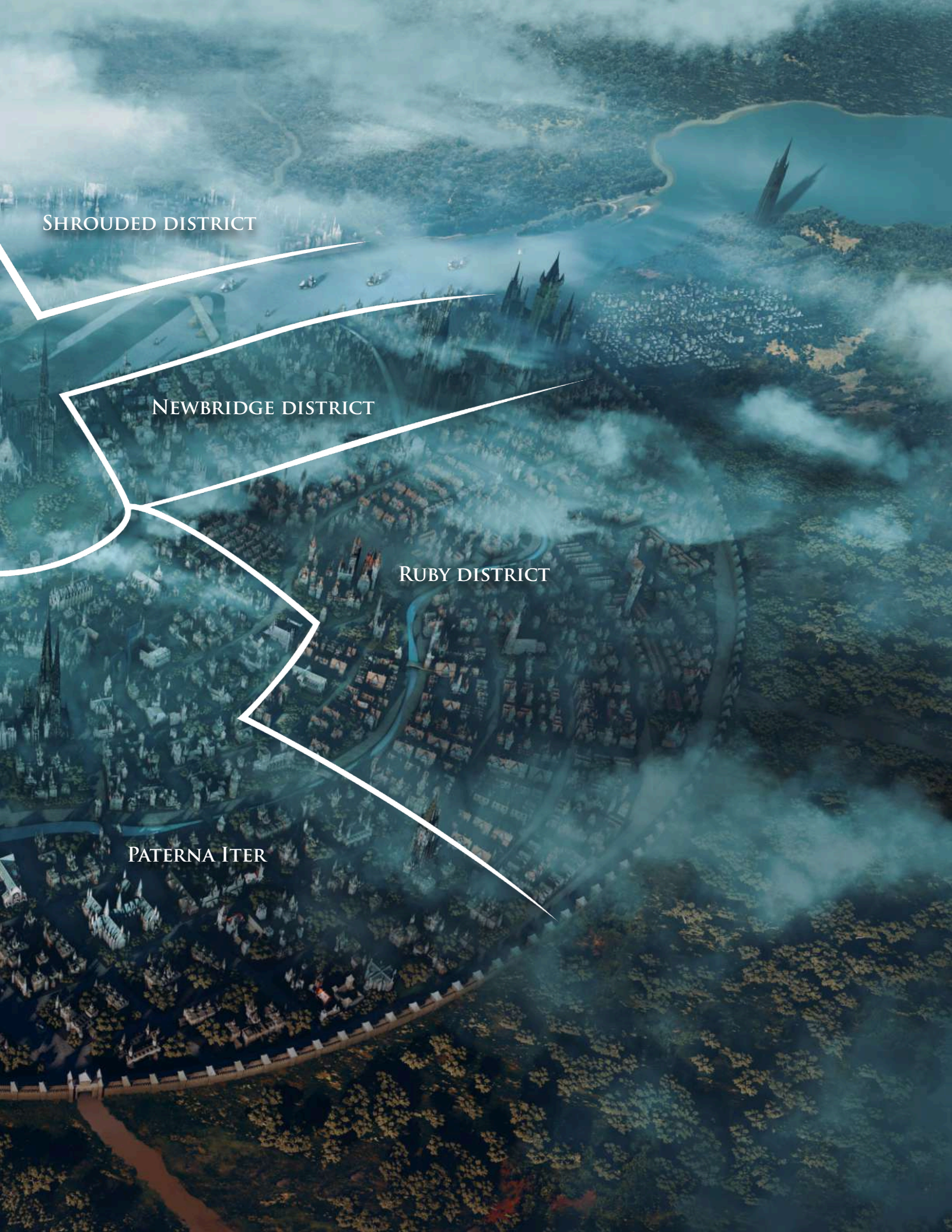
- Orcs discover Luyarnha and decide to settle within the city, suppressing their barbaric ways and honing their mercantile instincts.
- Orcs become an integral part of Luyarnha's society, contributing to its growth and development.

Rise of the Godless King:

- The Godless King, a deranged Half-Elf, ascends the throne and bans all religions except worship of himself and the State.

MAP OF LUYARNHA




Shrouded district
Newbridge district
Ruby district
Paterna Iter

Civil War:

- The people, aided by the Radiant Church—their faith bolstered by the oppressive regime—rebel against the Godless King.
- The Godless King is executed, ending his reign of terror.

First War:

- Southern nations attempt to conquer Luyarnha.
- Dwarves join Luyarnha's cause as mercenaries, with some deciding to settle in the city after the war.
- The Obitus Scholare conducts immoral experiments in Jaegerweiler, leading to the creation of abominations and jaegers, superhuman hunters.

Aftermath of the First War:

- Luyarnha emerges victorious but badly damaged. The New Bridge District is rebuilt with the help of the Scions and the Cursed-Bloods.
- The Radiant Church rises to power, filling the political void left by the fall of the Godless King.

Arrival of the Scourge:

- The Scourge begins to appear in Luyarnha, initially in the Ruby District.
- The Ruby District is locked down in an attempt to contain the Scourge.

Present Day:

- Luyarnha is under a complete lockdown due to the Scourge.
- The city is divided into various districts, each with its own unique challenges and factions.
- The Radiant Church holds significant power, but corruption and hidden agendas within some of its branches threaten the city's stability.
- The true origin of the Scourge remains a mystery, with various theories circulating among the populace.

This is a rough timeline, the exact dates and durations of certain events are not specified on purpose, to let the GM alter history to fit their needs.

Rise of the Wretched

Rise of the Wretched unfolds right after the events documented in the book's lore. The Eldritch Beckoning counter is set between 300 and 399 (See *SgttEH* page 283), depicting a city just beginning to succumb to corruption. Depending on the actions of the characters, the insanity held within the walls may rise or fall.

Madness

Rise of the Wretched makes full use of the Madness system of Steinhardt's Guide to the Eldritch Hunt (page 269-282). You can find the madness reference document here for free.

Modified Rest Rules

Rise of the Wretched is a dark and gritty campaign where intense battles cannot be easily shrugged off with just one night's rest. To enhance the tone of this dark fantasy setting, the following revised rest rules are implemented throughout the adventure. By incorporating these changes, the campaign aims to create a sense of urgency and danger, reinforcing the idea that the characters are constantly facing grave threats. The revised rest rules are designed to make the players carefully consider their actions and resources, as recovery becomes a more precious and difficult process in this unforgiving world.

The revised rest rules are taken from the ***GM Cheatbook*** of Steinhardt's Guide to the Eldritch Hunt (SGttEH) on pages 60-62. This resource also contains helpful rules for running combat encounters more efficiently, writing compelling villains, and more.

Long Rest Modification

Characters can only gain the full benefits of a long rest in designated safe areas (e.g., the Grand Cathedral or a heavily guarded inn). The reasoning behind this is simple: you sleep much better at night knowing that you don't risk getting ambushed or murdered in your sleep. The mental anguish would cause your sleep to be less restful.

A safe area is any location where the party can genuinely relax without fear of being attacked. As a GM, a simple way to determine whether a location counts as a safe area or not is to ask: "Would the party need to set up a watch for the night?"

If the answer is no, then you can count it a safe area. If the answer is yes, then it is not a safe area, and they only get a partial long rest (see below).

> ***Note:*** *If your players argue that the area they are in is safe, and you are unsure, err on the side of caution, and do not consider it a safe area. You can always throw fewer encounters their way the following day if needed, but I find it better to leave them with fewer resources, as it often leads to more interesting gameplay.*

Rest Disruption

If a long rest is halted, be it by a combat, ambush, emergency meeting, or otherwise, players only gain the benefits of a partial long rest (see below). If they do not return to complete the long rest immediately after the interruption, they gain the benefits of a short rest only.

Short Rest Adjustments

Only the first two short rests after a long rest (not a partial long rest) recharge abilities, like a warlock's Pact Magic or a monk's ki points. Additional short rests before taking a long rest solely permit hit dice rolls for hit point recovery.

Tip: You can reduce a short rest's time to 10 minutes.

Partial Long Rests

Resting outside of safe zones, meaning anywhere where you'd have to set up watch, offers limited recovery. At the end of a partial long rest, characters:

- Regain one-third of spent Hit Dice instead of one-half.
- Regain the use of abilities that recharge on short rests. However, long rest-specific abilities remain depleted.
- Don't lose levels of exhaustion, but they don't gain any as a result of not taking a long rest.
- Spell Slot Recovery: Spellcasters regain spell slots with a combined level equal to half their class level (rounded up). For instance, a 4th-level wizard could regain a 2nd-level slot or two 1st-level slots.
- Regain the option to take one short rest that recharges abilities before they must take a long rest. If they were already able to do so, they can take one additional short rest that recharges abilities (to a maximum of two).

Optional Rule: Mental Strain

After particularly traumatising events, such as witnessing a party member's death, dying and coming back, losing a limb, succumbing to a great number of madnesses, or other fun things that can happen with Steinhardt's Guide to the Eldritch Hunt, the GM can use the Mental Strain rule.

During what would be the first long rest (or partial long rest) that the party takes following the traumatic event, you can ask each character to make a saving throw.

Depending on the severity of the event, the DC can range from 10 to 30. The saving throw can target any one of the mental saving throws (Intelligence, Wisdom, or Charisma). On a failed saving throw, the character only gets the benefits of a partial long rest if they would have finished a long rest, and only the benefits of a short rest if they would have finished a partial long rest, and in either case, they also gain one level of exhaustion.

Use the following guidelines to determine which saving throw to use:

Intelligence (INT):

Represents: Logical reasoning, memory, knowledge, and deduction.
Saving Throws: Typically against effects that assault or deceive the mind.
Examples: Certain illusion spells, effects that alter memories, or spells that sap mental capacity.

Gaining multiple madnesses in a day or witnessing mind-shattering illusions could require an Intelligence saving throw for the mental strain.

Wisdom (WIS):

Represents: Intuition, perception, common sense, and willpower.
Saving Throws: Often against effects that try to cloud, dominate, or manipulate the mind.
Examples: Charm effects, compulsions, or things that attack the senses or one's sense of self.

Most effects, such as witnessing a horrifying death, losing a limb, and other similarly happy events, require a Wisdom saving throw for the mental strain.

Charisma (CHA):

Represents: Force of personality, confidence, eloquence, and personal magnetism.
Saving Throws: Typically against effects that try to subdue or override a character's sense of self, presence, or personal force.
Examples: Banishment effects, possession, or effects that might subsume your personality.

This can include dying and being brought back to life or having been banished to nightmare realms, and would require a Charisma saving throw for the mental strain as you try to retain your sense of self.

Roman Kuzmin

PERSONAL MISSIONS

Every soul in Luyarnha carries the weight of untold stories, dark secrets, and destinies unfulfilled. Each of the personal missions presented here utilize the backgrounds presented in *Steinhardt's Guide to the Eldritch Hunt*, providing a unique objective tailored to the characters' origins. These specific goals add an additional layer of motivation for the characters to proceed through the city's streets and fight the Scourge beyond the need for simple survival. Players can share their missions with their fellow party members, or keep their personal goals to themselves.

Each player may roll on the Personal Missions table or choose any of the personal missions presented below. Alternatively, you can work with them to design a unique mission tailored to their character. The provided missions have been generalized to maximize their flexibility in your campaign; add in complications, plot twists, and other narrative devices to create a special experience for the character tying them to the overarching narrative.

CHOOSING A MISSION

You can choose a mission for a character from the Personal Missions table or allow them to choose their own. Alternatively, you can craft a custom mission for them following the guidelines outlined in the "Crafting a Mission" section. Each of the provided missions are detailed below:

Personal Missions - Table

MISSION	BACKGROUNDS
A Noble Thread	Scion, Investigator, Amnesiac
Chains of the Past	Cult Initiate, Inquisitor, Marked for Death
Dark Ascension	Cult Initiate, Disciple, Scion
Forgotten Echoes	Amnesiac, Cult Initiate, Marked for Death
Hunter's Vow	Beast Hunter, Inquisitor, Disciple
In the Shadow of Giants	Inquisitor, Investigator, Scion
Search for a Cure	Beast Hunter, Worthless Husk, Investigator
Shadow Guide	Amnesiac, Marked for Death, Disciple
Shadow of the Blood Moon	Marked for Death, Amnesiac, Worthless Husk
The Heretic's Truth	Disciple, Investigator, Beast Hunter

A Noble Thread

Backgrounds: *Scion, Investigator, Amnesiac*

Whispers have always floated around my family, suggesting that our lineage might trace back to nobility, a notion dismissed as fantasy by many but secretly clung to by a few. Among the sparse belongings passed down through generations, a single scrap of faded blue cloth and the name "Isabelle" stand out as the only links to this rumored noble past. My personal mission is to unravel the mystery of my ancestry, to discover the identity of this ancestor and to understand where I come from. Who was Isabelle, and what position did she hold within the tapestry of Luyarnha's noble hierarchy?

Chains of the Past

Backgrounds: *Cult Initiate, Inquisitor, Marked for Death*

I am plagued by dreams where I find myself living lives that are not my own. In slumber, I've lived as father, mother, brother, sister—each life distinct, yet undeniably mine. These visions fracture my waking thoughts, leaving me to question my identity. My personal mission is to unravel the origin of these memories, to discern their truth from the fabric of my being. Are they merely echoes of past lives, or something more sinister?

Dark Ascension

Backgrounds: *Cult Initiate, Disciple, Scion*

My faction's fall from grace cannot stand. My personal mission is to restore our glory, by any means necessary. Delving into the shadows of the darkest places, I'll gather damning evidence against our rivals and discreetly deliver it to my leaders. My methods might not sit well with my faction; they may even disavow me. But I'm ready to sacrifice my standing, perhaps even my own life, for the chance to see us rise again. In the end, our ascension is all that matters.

Forgotten Echoes

Backgrounds: *Amnesiac, Cult Initiate, Marked for Death*

My flesh bears a strange tattoo, its origins and meaning shrouded in mystery and darkness. I have no recollection of how it came to be etched upon my skin, nor can I divine its purpose. My personal mission is to unravel the secret of this mark, delving into the shadowed streets of Luyarnha and beyond if need be. Perhaps then, I can find answers to the questions that haunt my dreams.

Hunter's Vow

Backgrounds: *Beast Hunter, Inquisitor, Disciple*

Since my youth, I've been schooled in the ways of the hunt, taught to seek out the scourge and cleanse its blight from our city. A recent battle that involved a scourge beast unlike any other—adorned with white fur and marred by familiar yet strange scars. This creature's image haunts me, pulling at the threads of my memories in ways I can't quite grasp. My personal mission is to track this beast, to unravel the mystery of our connection, and to discover why its presence is so intimately familiar to me.

In the Shadow of Giants

Backgrounds: *Inquisitor, Investigator, Scion*

Beneath Luyarnha's streets lie the remnants of a past civilization and lost gods, their fall eerily parallel to the crises our city faces today. My mission is to delve into these ancient ruins, piecing together their history and secrets. This journey will force me to question the truths I've long held and confront the reality that the knowledge I uncover could either save Luyarnha or hasten its downfall. Can the wisdom of a civilization long gone light our way forward, or will it only reveal our inevitable demise?

Search for a Cure

Backgrounds: *Beast Hunter, Worthless Husk, Investigator*

The scourge took someone dear to me, leaving a void nothing can fill. My personal mission has become a singular focus: to find a cure for the blight that ravages our city. I will delve into the most forbidden lore, consult with outcasts and scholars alike, and venture into the heart of the contamination if need be. If there's even the faintest hope of preventing others from suffering the same loss, I'll seize it, regardless of the personal cost.

Shadow Guide

Backgrounds: *Amnesiac, Marked for Death, Disciple*

Ever since I can remember, an uncast shadow has trailed my every step, a silent watcher visible solely to my eyes. This shadow, devoid of a source, beckons me toward the unknown, navigating the blurred lines between reality and the obscured world that exists just beyond our perception. My personal mission is to decipher the meaning behind this shadow's guidance. Does it seek to lead me towards a hidden truth meant for my eyes only, or is it a harbinger of my impending doom?

Shadow of the Blood Moon

Backgrounds: *Marked for Death, Amnesiac, Worthless Husk*

Bearing the mark of the Blood Moon, I've been granted a second chance at life—to become something greater, perhaps even something noble. There's an undeniable pull towards the scourge, a rhythmic pulsing in my veins that syncs with the waves beneath the crimson moonlight. This connection, whatever it is, is reshaping me. My personal mission is clear: to confront the sinister forces that lurk in Luyarnha, using the curse bestowed upon me as a weapon for the city's deliverance. Yet, I'm wary; the allure of darkness is potent. The choices I face could either liberate Luyarnha or spell my own destruction. What does this bond with the scourge mean, and how will it change me?

The Heretic's Truth

Backgrounds: *Disciple, Investigator, Beast Hunter*

From my earliest memories, I was raised in the light of the Radiant Church, my faith as unwavering as the city's walls. However, a recent discovery has cast a shadow over my belief: heretical writings from an obscure branch of the Church have fallen into my hands. These writings challenge everything I know, stirring a turmoil within my soul. My personal mission is clear—to uncover the truth behind these heretical writings and expose the authors who dare tarnish the sanctity of our faith. The purity of the Radiant Church must be preserved, and those who seek to corrupt it brought to light.

CRAFTING A MISSION

To craft personal missions based on the backgrounds presented in *Steinhardt's Guide to the Eldritch Hunt*, consider these steps for each adventure in the campaign:

Step 1: Identify Background. Review the background of the character needing a personal mission, paying close attention to the details that make their story unique within the context of Luyarnha.

Step 2: Determine Objective. Based on the character's background, define a specific goal for them to achieve. This objective should be meaningful to the character and provide them with a personal stake in the campaign's events.

Step 3: Incorporate Flexibility. While the guide provides generalized missions to accommodate various characters, tailor these missions with specific complications, plot twists, or narrative elements that connect directly to the character's backstory and the campaign's arc.

Step 4: Design Encounters. Break down each mission into a series of encounters that the character can pursue throughout the adventure path. These should gradually escalate in complexity and significance, leading to a climax of the personal mission before the end of the campaign.

Step 5: Main Narrative Links. Ensure the mission intersects with the campaign's main narrative at key points. This integration provides opportunities for individual character development while advancing the overall plot.

Step 6: Provide Rewards. Determine the rewards for successfully completing the mission, as well as the consequences for failure or neglect. These outcomes should have a tangible impact on the character and potentially the larger narrative.

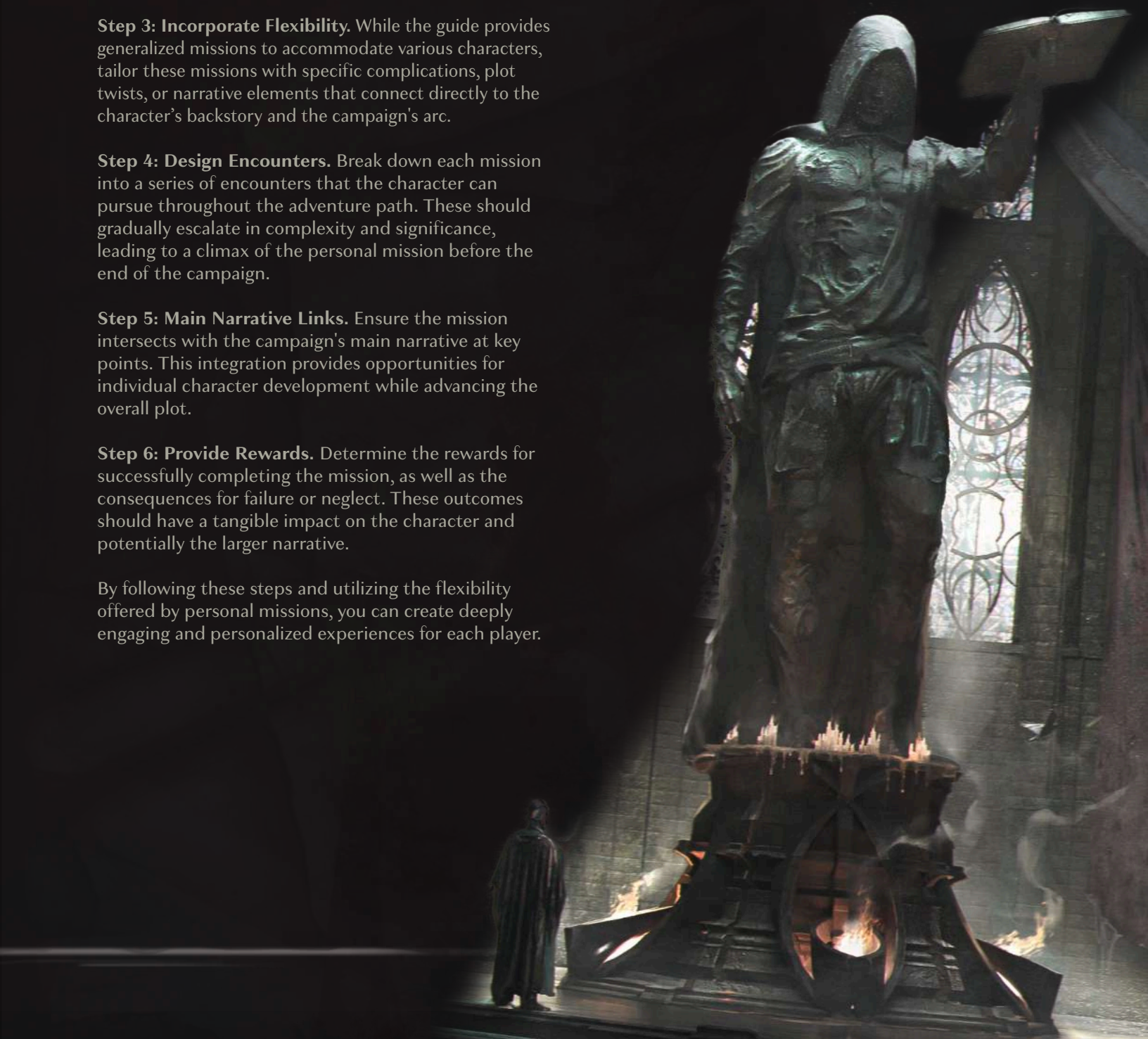
By following these steps and utilizing the flexibility offered by personal missions, you can create deeply engaging and personalized experiences for each player.

Mission Rewards

When a character completes their personal mission, they choose one of the following rewards:

Ability Score Improvement. One ability score of your choice increases by 2, as does your maximum for that score.

New Feat. You gain a bonus feat of your choice, subject to the GM's approval.



FACTION STANDING

In the city of Luyarnha, teetering on the brink of civil war, the characters find themselves entangled in a complex web of faction conflicts. Their choices and actions will significantly impact the delicate balance of power, potentially averting disaster or plunging the city into chaos. As they navigate this treacherous political landscape, their reputation with each faction becomes crucial.

We've created a spreadsheet to streamline the process of tracking faction standings in your "***Heresy of Steel***" Steinhardt's campaign. As your players navigate the heresy, this tool will help you easily manage and calculate their reputation with each faction.

Key features

- **Event-based tracking:** Simply check off the events that occur during your game sessions.
- **Automatic calculations:** The spreadsheet automatically updates faction standings based on your selections.
- **Easy to use:** No need for manual calculations or note-taking during intense gameplay moments.

This spreadsheet provides an at-a-glance view of where your party stands with each faction, helping you make informed decisions about NPC reactions and plot developments.

Click or Scan the QR Code to access the reputation system spreadsheet

MAPS

In the sprawling metropolis of Luyarnha, every district tells its own story of power, corruption, and survival. From the gleaming spires of the Sanctified District to the smoke-filled depths of the Shrouded District, each location holds secrets vital to uncovering the truth behind the brewing civil war.

We've provided detailed maps of every significant location in "***Heresy of Steel***." Each map comes in both DM and player versions, allowing you to reveal the city's secrets at your own pace while keeping important details hidden. Download the complete map pack below to guide your players through Luyarnha's dangerous streets.

Click or Scan the QR Code to Download the Maps

THE CURSED CONVOY

The Cursed Convoy is a fifth edition adventure intended for **three to five characters of 1st to 2nd level** and is optimized for **four characters with an average party level (APL) of 1**. A speeding train carries both a curse and chance of salvation to a cursed city teetering on the brink of chaos. As the train races toward its final destination, the characters become entangled in a web of dark secrets, eldritch mysteries, and perilous confrontations. Will they rise to the challenge and turn the tide against the darkness, or will they fall victim to the city's impending doom?

BACKGROUND

In the hidden recesses of Luyarnha, a city already rife with sinister schemes and rising tensions, the entity known as Malach has undergone a dark metamorphosis. Originally a humble manikin crafted by the Scions, Malach has evolved into a malevolent being, driven by both a hatred for humans and a twisted sympathy for his fellow constructs. His haunting yet captivating appearance is adorned with a skin woven from his victims, and his wings display hands and faces—ghastly trophies of lives he has extinguished—transforming him into the Angel of Flesh.

Malach has been secretly influencing the city's atmosphere, fanning the flames of discord among the Radiant Church, the Scions, and the Forsaken residents of the crumbling Ruby District (see Steinhardt's Guide to the Eldritch Hunt (page 14, 48 and 60 respectively) for more information on these groups). Operating in clandestine locations, he experiments to fuse manikins with eldritch substances to create a formidable force. His ultimate scheme is to pit the Radiant Church against the Scions, exacerbating the existing fractures between the factions.

Key to Malach's plan is a train that is currently racing through the night toward Luyarnha, its cargo containing the crucial elements for launching his uprising. He dispatched manikins, marked with the Scions' emblems, to steal this cargo, further fomenting conflict between the Scions and the Radiant Church. However, Malach remains unaware that the Forsaken have similar designs on the cargo, setting the stage for an explosive confrontation.

The train is more than mere machinery; it is a harbinger, hurtling toward a city on the edge of chaos. The characters are thrust into a web of conspiracy and must navigate a city teetering on a precipice of dread, endeavoring to dismantle the core of Malach's sinister plot—a plot with the potential to engulf Luyarnha in darkness forever.

ADVENTURE SUMMARY

This adventure takes place in two distinct parts:

Part 1: The Gilded Duchess. The adventure begins aboard a moving train, where players are introduced to a conductor whose nervous mannerisms suggest something untoward is happening. A heist is currently underway and is about to take an unexpected twist: scourge beasts suddenly swarm through the cars, attacking the passengers as the train lurches out of control. In a cargo hold filled with illegal incense and manikin parts, a wounded Forsaken rebel directs the characters to the engine room, where they must reach the machinery and regain control of the train before it crashes into the Central Station. Simultaneously, slavering scourge beasts hound their every step.

Part 2: Paterna Iter. Upon reaching the Paterna Iter District, the city militia greets the party and interrogates them regarding the train incident. The characters must decide whom to accuse of smuggling illicit goods based on the information they gleaned from the cargo hold. In the Black Market, a twisted merchant offers leads on the incense's origin within his shop of strange relics. While recovering in the Elysium Baths infirmary, the party is ambushed by scourge beasts that appear driven towards the bathwaters. The final confrontation occurs in the nearby marketplace, also under attack by scourge-infected creatures.

ADVENTURE HOOK

The party's journey begins aboard the *Gilded Duchess*, a passenger and cargo train headed for the quarantined city of Luyarnha. Unaware of the embargo and the dangers ahead, the passengers are nonetheless apprehensive given the weather and brooding city waiting for them.

Read aloud or paraphrase the following once you are ready to start:

> *As you sit aboard the moving train, you can't help but notice the curious blend of opulence and apprehension surrounding you. The cushions are soft and luxurious, and the brass of the fixtures gleams in the well-lit carriage, but beneath the surface lingers a feeling you can't quite place. Nearby passengers engage in muted conversation or lose themselves in the rain-smeared landscape beyond the windows. A steward comes by, his demeanor as polished as the serving tray he carries, yet there is a slight hesitancy in his movements.*
>
> *Outside the window, the shape of Luyarnha begins to take form, its walls drawing nearer as the journey progresses. The sight is solemn, the city's fortifications having seen many years and secrets. A sense of guarded safety exudes from the imposing walls, a hint there's more hidden behind them, waiting to be discovered.*

Begin the adventure by inviting each player to introduce their characters. Ask them to describe their physical appearance, background, and individual motivations for journeying to Luyarnha. Encourage them to explore their characters' inner drives, anxieties, and affiliations with any factions in the city. To facilitate this, consider prompting them with the following questions:

- Do you have any connections to Luyarnha, either personally or through affiliations?
- What is the primary motivation for your journey to the city?
- What are your sentiments about the existing discord and hostilities within Luyarnha?
- Are you concealing any information concerning the train or what it is carrying?
- Are you aware that your entry into the city via this train is an illegal act?
- Did specific circumstances force you to board this train?
- Do you have any hazy recollections concerning how you found yourself on this train?
- If you're a Luyarnhian citizen, are you on the train for a particular reason, perhaps under orders from the Radiant Church to sabotage it?

As the Game Master, incorporate their responses into the storyline, ensuring that each character has a vested interest in the unfolding events. Once the introductions are complete, you can move the adventure forward by transitioning to the Passenger Car (area 1) section on page 16.

CHARACTER DEATH & SIDEKICKS - SIDEBAR

Should a character meet an untimely demise during the first part of the adventure, a new character can be introduced to replace them from among the passengers from the train's rear cars. These individuals may have intriguing stories and motivations for traveling to Luyarnha, providing a seamless transition and an opportunity for fresh role-playing dynamics.

Recruiting a Sidekick. If you want to bolster the party, assign a passenger from one of the rear cars to aid the party. They'll take on the role of a spy, using the spy stat block. For added narrative impact, consider making them a named NPC who could become a vital part of the story later on. This sidekick could have unique ties to one of the factions in Luyarnha or possess information crucial to the adventure, giving them a compelling role in the unfolding drama.

PART 1: THE GILDED DUCHESS

The *Gilded Duchess*, once a marvel of engineering and luxury, now shows the undeniable signs of age and wear. Its tarnished brass fittings and faded velvet seats offer a somber reminder of its grander days. Due to a quarantine, Luyarnha has been closed and is suffering from a shortage of supplies. Despite the embargo, the train has been commissioned for service, as it carries smuggled cargo and important passengers back to the powerful and corrupt nobles within the city walls. While it retains some old-world elegance, an air of quiet desperation seems heavy in its once-lavish compartments.

The *Gilded Duchess* is a steam-engine train comprised of ten cars. A casual glance would notice the chandeliers, their crystals now clouded with grime, casting diffused light across the compartments. The once plush seats bear the imprints of countless travelers, the upholstery threadbare in places but still offering some semblance of comfort. Though the air inside the train is thick with the smell of coal and old leather, the windows remain tightly sealed, their glass fogged and smeared from years of travel. The passengers have a mix of hopeful and desperate faces; the former still captivated by the remnants of the train's glory, the latter simply relieved to be moving toward some semblance of sanctuary.

General Features

The following features are common throughout the train unless otherwise depicted in the keyed location descriptions:

Ceilings, Floors, and Walls. Each train car is 8 feet high, 15 feet wide, and 60 feet long. Floors are made of wooden planks that have endured years of wear and tear. The walls are dressed in fading wallpaper, framed with tarnished wood and brass accents.

Doors. A lockable oak door connects each train car with an AC of 15, 18 hit points, and immunity to poison and psychic damage. A locked door can be opened with a successful DC 12 Dexterity check using thieves' tools or forced open with a successful DC 15 Strength (Athletics) check.

Lights. Gas lamps encased in tarnished brass fixtures provide dim light. These are spaced 15 feet apart along the length of each car.

Climate. The train's internal atmosphere is sealed, with non-operable windows. While there's no formal climate control system, old velvet drapes and cushions offer some insulation against the elements. The scent of coal and aged leather lingers in the air, making the environment somewhat stifling but bearable.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the next page.

1. Passenger Car

Worn velvet seats and tarnished brass armrests fill the space, hinting at former opulence. A single conductor navigates the aisle, palpably tense, eyes darting as he offers refreshments. The atmosphere vibrates with an undercurrent of unease. Other than the party, four passengers (**commoners**), faces pale in the dim gaslight, engage in hushed conversations or gaze at the passing landscape outside the windows.

This car is where the characters initially find themselves, providing an opportunity to introduce themselves (as outlined in the "Adventure Hook" section on page 15). As they settle in, characters with a passive Wisdom (Perception) score of 13 or higher or who succeed on a DC 13 Wisdom (Perception) check notice the steward's (**commoner**) increasingly nervous demeanor. He appears to be doing his best to maintain a professional demeanor but is clearly tense, casting glances at the door leading to the next car.

Scourge Attack

If the characters haven't already caught on that something is wrong, they're in for a surprise. Two Forsaken rebels (**fallen luyarnhians**, see SgttEH page 311 for statistics) **[Encounter 1]**, lost in madness due to their transformation by the Scourge, burst through the connecting door from the dining car. Characters who didn't notice the steward's nervousness are surprised this round.

Determine where each character is located in the car before reading aloud or paraphrasing the following to kick off the encounter:

1. Passenger Car

3. Cargo Car

5. Engine

2. Dining Car

4. Coal Car

Carl Hassler

Train Maps
by ***CzePeku***

With an earsplitting bang, the door connecting to the next car is torn asunder. Hulking shapes stagger through the shattered doorway, backlit by a flickering light that reveals twisted bodies. The creatures are grotesque parodies of the human form, with swollen muscles covered in patches of torn skin, blood, and unidentifiable viscera.

The fallen luyarnhians attack whoever is closest to them, including other passengers and the steward. If attacked, they refocus on who they see as the biggest threat and fight to the death.

Developments

Should the steward survive the encounter, he can be found cowering behind a seat in the rear of the car, his professional demeanor shattered as he begs the party to protect him and the other passengers. If questioned, he nervously relinquishes a train key that unlocks the doors separating each car, such as the Cargo Car (see area 3). If the steward was slain, searching his pocket uncovers a notebook filled with hastily scribbled notes. The latest entries mention "unusual cargo," a "secretive hooded passenger," and end with a declaration that reads, "This is my last trip."

Treasure. If the characters search the remains of the fallen monstrosities, they discover 2d10 sp and a child's crude drawing tucked into one of their pockets. The illustration is a simple portrait of a family in charcoal and colored chalk, captioned with the words, "I love you, Daddy."

2. Dining Car

Tables set for a grand feast now stand draped in bloodstained cloth. The setting is a nightmarish tableau: severed limbs and spatters of crimson lie haphazardly next to broken dishes and ruined delicacies. Amidst this macabre scene lies the shattered form of a manikin entangled with a mutated forsaken, both reduced to mere fragments. Tiny sparks of electricity sporadically leap from the broken manikin, lighting the shadowed car with small bursts of light.

Upon entering the car, characters with a passive Wisdom (Perception) score of 13 or higher or who succeed on a DC 15 Wisdom (Perception) check notice the residual electrical charge still emanating from the shattered manikin are occasionally leaping in further arcs. A creature who enters within 5 feet of the manikin must succeed on a DC 12 Dexterity saving throw or take 1d4 lightning damage from the errant sparks. The electrical charge on the manikin can be neutralized by covering it with a cloth or using a similar method, removing the need for a Dexterity saving throw for characters approaching it.

Scion Markings. A character who inspects the manikin and succeeds on a DC 12 Intelligence (History) check recognizes a jagged mark as belonging to the Scions of Luyarnha.

Jagged Mark of the Scions

3. Cargo Car

The door to this car is locked (see General Features), and it can be opened with a key held by the steward from the Passenger Car (area 1). A character breaking down the door will alert the scourge beast—a creature touched by the Scourge of Luyarnha—who is otherwise preoccupied with its feast and can be surprised by characters moving stealthily.

Read aloud the following when the characters enter this car:

> *The wind whistles through the shattered door on the far side of the car and carries a blend of acrid odors—metallic blood, burnt incense, and a pungent chemical tang. Scattered across the wooden floor are pieces of manikins, their limbs ripped apart and spread across the ground. Among them rest the unmoving bodies of a roughened crew, faces equally lifeless but far more gruesome in their stillness. Torn boxes and crates dot the car, their contents spilled in a disarray of mechanical cogs, faded incense sticks, and shattered glass vials leaking an unidentifiable, dark fluid.*

If not already alerted to the party's entrance, a Forsaken rebel turned scourge beast (**fallen luyarnhian**) is distracted as it rips through the remains of one of its former companions. Otherwise, it hides behind a stack of crates, preparing to ambush the first character that comes near. **[Encounter 2]**

> ***Personal Mission: Search for a Cure.*** *A broken vial sits precariously against a crate, holding a tiny amount of organic matter settled at its bottom. Immediately, a spark of intuition ignites within the character that this could be a clue toward a cure. The contents of the vial, despite their seemingly insignificant appearance, promise a lead in their search for answers. The tiny amount proves to be too small for experimentation without destroying the sample, yet its discovery should compel the character to search for more. However, a character proficient with Alchemist's supplies can make a DC 15 Intelligence check, on a success they determine that the substance is a blend of an unknown fungus-like plant and chemical compounds.*

The Dying Forsaken

Tucked behind a pile of toppled crates lies Kerry Holmes, a Forsaken **scout** with a fatal wound slashed across his abdomen. His life force ebbs away, mirrored by the ever-widening pool of blood beneath him. Without immediate aid, Kerry will expire within moments. A successful DC 10 Wisdom (Medicine) check or other healing stabilizes him enough to bring a flicker of consciousness back to his terror-filled eyes. Gasping in pain with each word, he shares the following information:

- "We—we were just tryin' to grab the incense to fend off the creatures in the Ruby District. Then everything... everything went to hell."
- "It was the manikins. We were fightin''em off when... when one of those vials broke. My mates—turned into those... things."
- "They're headin' to the engine car. If they get there, everyone's done for... you have to stop 'em."

A character who is a native of Luyharna or who succeeds on a DC 13 Intelligence (History) check recognizes that Kerry is a member of the Forsaken rebels and could be a valuable asset to hand over to the Radiant Church. The party now faces a critical decision that could influence their standing with either faction.

Adrian Prado

• ***Hiding Kerry.*** Kerry's connections could aid the party in navigating the Ruby District and understanding the Forsaken's motives and strategies. Offering him sanctuary allows the party to potentially gain a covert ally within the rebel ranks, fostering a relationship that could yield assistance in their endeavors against the Scourge and Malach's machinations. If healed and released, Kerry retreats to the passenger cars to join the others hiding there.

• ***Restraining Kerry.*** As a member of the Forsaken, Kerry is a significant asset to the Radiant Church, providing them with a source of intelligence on one of their primary adversaries. Securing Kerry and delivering him to the Church can enhance the party's reputation with them, opening up access to resources, information, or support in their continued fight against the Scourge and the dark underbelly of Luyarnha. (See Appendix, p. 68)

Personal Mission: Dark Ascension. *A leather-bound notebook lays open on the ground next to Kerry. It outlines the Forsaken's mission to secure incense critical for battling the Ruby District's scourge infection. It also details discussions on assassinating moderate voices within their ranks and the city. These plans aim to eliminate any internal opposition to the Forsaken's hardline stance against the Radiant Church. Kerry's entries mix tactical planning with his personal reservations about the mission's morality and the assassination strategy, revealing a divide between his loyalty to the cause and his ethical concerns. This notebook serves as significant evidence of the Forsaken's desperation and willingness to resort to extreme measures, including internal violence, to further their agenda.*

Treasure

Scattered about the cargo car are shattered manikins and the lifeless bodies of the Forsaken crew. Each manikin is branded with what the characters may recognize as the mark of the Scions with a successful DC 12 Intelligence (History) check. Amid the debris is an assortment of merchandise and oddities, including:

• One hundred incense sticks—a successful DC 12 Intelligence (Religion) check recognizes they are marked with fake holy sigils. These can be given to the Radiant Church or sold in the Black Market (see Part 2: Paterna Iter, page 22).

• Several crates contain various new manikin limbs.

• A dozen broken glass vials lie empty, their liquid contents spilled and evaporated, but the remaining residue emits a putrid aroma. A creature that smells the substance must succeed on a DC 13 Intelligence saving throw or suffer a short-term madness effect (see "Steinhardt's Madness System"). A successful DC 16 Intelligence (Nature) check identifies the viscous residue as a dangerous alchemical substance known for its corruptive properties, usually kept far from populated areas.

• Chunks of withered plant matter lie scattered on the ground, unidentifiable in their current state but soaked in the same liquid as the vials.

Incense - SIDEBAR

In the Radiant Church's rituals, like those of many religions, incense plays a significant role, not only infusing the atmosphere with divine scent but serving as a purifier. The Beast Incense, or Beast Repellant as it is commonly known, is a relatively inexpensive byproduct of these rituals. When sanctified by the Ministry of Light (one of the branches of the Radiant Church), it emanates a sickly sweet aroma. While this scent is easily overlooked by humans, it is profoundly repugnant to most beasts, including the scourgeborne.

The Beast Repellant has found its way into many homes across Luyarnha, serving as a deterrent for nightly prowling beasts. However, its use causes unrest in the Ruby District, where altered versions of the incense sold in black markets failed to fend off beasts, leading to disastrous incidents before the hunters could intervene. In truth, the incense's purpose is not to immobilize the beasts, merely to deter them with its offensive aroma. This means that those not employing the incense become prime targets if their neighbors do, an exploitable loophole for malevolent individuals. By simply snuffing out a neighbor's incense in the dead of night, they can expose them to beastly assaults—a nearly perfect crime that is difficult to prove.

4. Coal Car

The door leading to this car is locked. A cloud of coal dust fills the air and lightly obscures the entire car. Strewn bodies of train workers lie haphazardly among dark mounds of coal. Amidst the chaos, the dismembered upper half of a manikin (uses **animated armor** statistics with a speed of 5 feet and 15 Hit Points) drags its way through the soot, its single free hand scraping it forward while the other wields a broken machete. When the party enters the Coal Car, a sudden lurch in the train's speed requires all standing creatures to succeed on a DC 15 Dexterity saving throw or fall prone. **[Encounter 3]**

Read aloud the following when the characters enter this area:

> *The smell of coal and iron fills your nostrils, compounded by the nauseating scent of fresh blood. A sickening squelch joins the rhythmic churning of the engine as a mechanical torso—absent its lower half—drags itself across the floor. A broken blade splattered with a dark ichor is clutched in its hand. Just as you lock eyes with its soulless gaze, the train jolts as if leaping from the tracks.*

Hazard: Coal Dust. The presence of coal dust in the car creates a volatile environment near the top of the car. If a spell or attack that deals fire or lightning damage is used, it triggers an explosion in the air. Each standing creature within the car must make a DC 17 Dexterity saving throw, taking 1d6 fire damage on a failed save, or half as much damage on a successful one.

5. Engine

The door leading to this car is locked. The room is a grim picture of blood and machinery; levers and dials on the control panel are coated in a slick of visceral fluids, evidence of an engineer's gruesome end. A hulking **fallen luyarnhian (bloated nightmare)** squats in a far corner, watching two corrupted **mastiffs** snarl as they fight over the engineer's remains. The canines' eyes are blackened sockets, and dark veins throb around their muscular frames. They spring into action if the party attempts to slow down the train or attack them. Otherwise, they keep a watchful eye over them.

Read aloud the following when the party enters the area:

> *The control panel is a macabre spectacle, every button and lever smeared crimson. A hulking figure with a distended, pulsating abdomen squats in one corner, casting a malevolent gaze over the room. Nearby, two canine forms—their eyes nothing but blackened holes—snarl and snap, locked in a savage struggle over tattered scraps of human flesh. They leer at you, before returning their focus to their morbid meal. The train seems almost alive as it sways from side to side.*

The uncontrolled train is slowly increasing in speed and teeters on its tracks. The character with the highest passive Wisdom (Perception) score catches a glance through the windows that reveals the train has only moments left to slow down before crashing into the city. On initiative count 20 (winning ties), each creature must succeed on a DC 13 Dexterity saving throw or fall prone due to the lurching train. The DC increases by 1 each turn until the brake is activated. The train crashes after 3 turns, unless it is stopped. **[Encounter 4]**

Stopping the Train

The characters must make a series of skill checks and succeed on at least two out of three to slow the train to prevent a catastrophic collision at Grand Central Station:

- **DC 12 Intelligence** to decipher the mechanical intricacies of the control panel. Characters proficient with tinker's tools may add their proficiency bonus to this check.
- **DC 13 Dexterity (Sleight of Hand)** to pull a shard of bone from a handwheel that expunges excess steam to the sides of the train. On a failed check the steam causes an explosion and this check can no longer be attempted.
- **DC 15 Strength (Athletics)** to pull and hold the emergency brake lever with sufficient force. On a failed check roll a d20, on a roll of 10 or lower the lever breaks and the check can no longer be attempted, unless the party finds something to replace the lever with.

Developments

If the party succeeds in slowing the train, they reach Grand Central Station safely. Read aloud the following:

> *When the brake lever is pulled, a screeching cacophony erupts from the wheels. Sparks fly as metal grinds against the rails. The train jerks violently, sending everyone stumbling forward. As you regain your balance and look out the window, you see the city's transit hub looming as disaster has been averted.*

However, if they fail to slow the train down, it lurches from the tracks and into the terminal with a deafening crash. Each creature on the train must make a DC 17 Strength saving throw, taking 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one. When the dust settles, the crash survivors lie surrounded by twisted metal and shattered glass. If a character doesn't survive the crash, a new character can be introduced from out of the surviving passengers (see "Character Death & Sidekicks" sidebar).

Once the train's arrival has been determined, proceed to the Grand Central section on page 25, where the militia is waiting to confront the party.

Treasure

A search of the engineer and bloated nightmare remains uncover an antique pocket watch (20 gp) and a leather-wrapped emergency repair kit. The repair kit contains materials for quick mechanical fixes, including a set of nuts and bolts, a small hammer, some metal wire, and a vial of quick-dry adhesive. A character can use this kit to gain advantage on a single check when using tinker's tools.

Personal Mission: The Heretic's Truth. *A bound stack of loose papers is found on the remains of the bloated nightmare. These writings directly challenge the teachings of the Radiant Church. They articulate criticisms and offer interpretations that starkly contrast with the Church's official stance. While not severely damning, the papers question the church's authority, the integrity of its leaders, and the legitimacy of its claims to power. The handwritten papers are signed by "The Grey Lord," and appear to be part of a series of writings.*

PART 2: PATERNA ITER

Luyarnha is a walled city known for its complex architecture and strong religious influence. However, it's a beauty undermined by emerging cracks—political tension, religious discord, and most disturbingly, the appearance of scourge beasts. The Paterna Iter District, a nucleus of the city's history and commerce, has morphed into a militarized zone. While it once symbolized the epitome of Luyarnha's culture and unity, it now represents a microcosm of the larger issues plaguing the city. The party has arrived—either by averting a train disaster or causing one—right into the heart of this complex web. Navigating intricate political alliances, they encounter members of the Radiant Church, the Forsaken, and other factions as they try to make sense of the Scourge crisis.

A sense of dread has seeped into the once bustling and vibrant Paterna Iter District. Militia survey the Grand Road leading to the Grand Cathedral, their armor glinting under the moonlight but doing little to brighten the mood. Security checkpoints are everywhere, not just to deter human crime but also to keep out the increasingly bold scourge beasts. Trade still occurs but under a cloud of nervous glances and hurried transactions.

The Militia

The Militia, the steadfast defenders of Luyarnha, serve dual roles as monster-hunters and peacekeepers, their origins rooted in the conflicts of the First War. Armed with swords and firearms, they patrol Luyarnha's dangerous, moonlit streets to fend off beasts and maintain law and order for all citizens, regardless of faith or societal rank. This versatile force is motivated by a shared philosophy of hope and purpose, often serving as a lifeline in their hazardous duties.

Members commit to at least three years, receiving benefits like residency in the prestigious Grand Cathedral District if they survive the first year. This dual-role strategy serves both as an incentive and a natural selection process, continually replenishing their ranks with only the most capable. Despite the perks, the risks are formidable. Their uncompromising motto, *"Survive together, or die together,"* encapsulates their unwavering commitment to duty and each other.

There are 2d20+10 militia **guards** led by 2d6+2 **hunters** (see *Steinhardt's Guide to the Eldritch Hunt* for statistics) at any given time in the Paterna Iter District. In the Grand Central Station, their presence attempts to strike a balance between comfort and stern authority, especially under the leadership of Sergeant Alaric Ogden. Quick to secure areas, interrogate suspects, and prepare for unforeseen challenges, they remain an ever-present force in maintaining the city's fragile equilibrium.

Beast Incense

Carl Hassler

IMPORTANT LOCATIONS

The following areas are just a few locations in the district the characters visit in this adventure. If the characters choose to visit other sites within the Paterna Iter District or the city of Luyarnha, refer to *Steinhardt's Guide to the Eldritch Hunt*.

Black Market

Hidden in the shadowy labyrinth below the district, this covert marketplace has gained a newfound significance. With the Church's focus elsewhere, it's now a hotbed for political maneuvers and the trading of illegal goods, like the origins of the mysterious incense that the characters found on the train.

Chancery Lane Bazaar

The commercial soul of the district has dimmed. Protected by hunters and surrounded by barricades, the marketplace has transformed into a less welcoming but still crucial communal space. Beast incursions have interrupted trade and led to frequent and dangerous confrontations.

Elysium Baths

Once a haven of relaxation, the bathhouse has been converted into a makeshift hospital, overwhelmed by the injured. Recent Scourge attacks have led to increased fortification measures. Yet, they cannot prevent an assault that will soon leave the party and others in the infirmary fighting for their lives.

Grand Central Station

Once an engineering marvel that connected the district to the city, the Grand Central Station is now a fortified militia base with tense armed men and women surveying the area for threats. Due to the train incident—either averted or precipitated by the party—the station is on high alert, causing delays in traffic flow and stoking fears of another catastrophe.

IMPORTANT NPCS

The following NPCs are key figures the party meets through exploring the Paterna Iter District.

Sergeant Alaric Ogden

A battle-hardened human **hunter**, Sergeant Alaric Ogden is in his late 40s, tall and broad-shouldered with a salt-and-pepper beard. He has piercing blue eyes that have seen too much war and hardship. As leader of the local militia in the Paterna Iter District, he enforces the laws laid down by the Radiant Church. His primary goal is to ensure the district's safety, especially given the rising scourge beast attacks. While his demeanor can be stern and unforgiving, he deeply cares for the well-being of his men and the citizens. Alaric is naturally suspicious of outsiders, but anyone who proves their worth will earn his respect.

What He Knows. Alaric is aware of the rising tension between the Church and other factions. He also knows vital tactical information about the best defense points in the district and the patrol schedules for the militia.

Personality Trait. "Discipline is not just a code; it's a way of life. Without it, we're doomed."
Bond. "I swore an oath to protect the people of this district, and I intend to die keeping it."
Flaw. "Trust has to be earned. Until then, everyone's a potential enemy."

Father Eamon

Father Eamon is a thoughtful, middle-aged elf **priest** adorned in intricately woven clerical robes bearing the symbols of the Radiant Church. His brown eyes are warm but carry the weight of a spiritual burden. Committed to his religious cause, Father Eamon considers the district his flock and sees himself as their spiritual guardian. His peaceful demeanor masks a calculated mind focused on strengthening the Church's foothold in the community.

What He Knows. Father Eamon has extensive knowledge about the Church's inner workings and its relationship with other factions. He is also well-versed in the historical and theological aspects of the scourge beasts from their earliest appearance during the First War.

Personality Trait. "My faith is the light that guides me through the darkest nights."
Bond. "My duty to the Church is my reason for being; it is a calling that I must answer."
Flaw. "Those who do not embrace the Church's teachings are straying sheep, in need of guidance or judgment."

Marcus “Shadow” Kellen

Marcus Kellen, known by his moniker “Shadow” within the Forsaken circles, is a middle-aged human **spy** with a gaunt face and dark green eyes. He has a network of scars across his body, a personal history written in wounds. Dressed always in dark, nondescript clothing, Marcus is an expert in espionage and subterfuge for the Forsaken. His main goal is to undermine the Radiant Church's operations within the district and gather intelligence. He was the point of contact for Kerry Holmes and the other Forsaken on the train and was tasked with assisting them in smuggling the incense back to the Ruby District. Marcus is cagey and highly protective of Forsaken secrets but can be a valuable ally if he considers the characters beneficial to the cause.

What He Knows. Marcus is knowledgeable about the Forsaken, and he is aware of who can be trusted within their ranks. He also knows the whereabouts of several hidden Forsaken safe houses throughout the city for those looking to escape persecution by the Church.

Personality Trait. "The shadows are my sanctuary; the silence, my creed."
Bond. "I serve the people of the Ruby District because the city turned its back on us."
Flaw. "I'll do whatever it takes to protect my people from the Scourge, even if it means sacrificing others. Morality is a luxury I can't afford."

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Orik the Slick

A wiry, obsidian-skinned cursed-blood with a crooked smile for a mask, Orik the Slick (**spy**) is always seen in dark, inconspicuous clothing and a wide-brimmed hat that casts a shadow over his face. He's in his early 30s but sounds older due to the harsh life he's led. Orik runs a small yet influential shop in the Black Market in the Paterna Iter District, dealing in illicit goods from magical artifacts to dangerous substances. He prioritizes profit over people and has a vast network of contacts that keep him one step ahead of the militia.

What He Knows. Orik has information about the origin of several forbidden goods, including the mysterious incense the party found on the *Gilded Duchess*. He knows who's who in the criminal underworld and could provide leads on illegal activities in the district.

Personality Trait. "In this world, you're either a buyer or a commodity. Choose wisely."
Bond. "Every secret has a price, and I'm the one setting the rates."
Flaw. "Trust is for the naïve and the foolish. I rely on contingencies."

Sister Alyce

Sister Alyce is a young half-orc **priest** in her mid-20s with an air of kindness that's almost palpable. She has a warm smile and wears simple, unadorned robes. She has devoted herself to running the Elysium Baths infirmary, tirelessly treating those hunters wounded by scourge beasts. Her youthful optimism sometimes clashes with the grim reality around her, but she remains steadfast in her mission to bring healing and hope.

What She Knows. Sister Alyce has firsthand information on the types of injuries inflicted by the scourge beasts and has begun to notice a pattern in their attacks. She also knows about various herbs and medical supplies that can help treat injuries.

Personality Trait. "Kindness is a language that the deaf can hear and the blind can see."
Bond. "Each life saved is a candle lit in the darkness, and I will light as many as I can."
Flaw. "I sometimes forget that not everyone has the best intentions; my trust has cost me before."

GRAND CENTRAL

Once a pinnacle of industrial innovation and a symbol of Luyarnha's prosperity, Grand Central Station is now a ghostly shell of its former glory. Its expansive platforms, which once echoed with bustling travelers and clattering iron rails, have been transformed into makeshift barricades. The polished floors are now covered in dust and grime, while the grand clock remains frozen, a haunting reminder of the city's stagnant existence. However, today, this desolation is interrupted by an unprecedented event—a train is arriving. Depending on the party's actions, the train either makes a jarring but safe stop, stirring the populace into panic at the sudden appearance, or crashes catastrophically, putting the already high-strung district on an even more heightened alert.

Unexpected Arrival

Once the characters have emerged from the train—or its wreckage—read aloud the following:

> *A unit of armed guards forms a tight line across the train platform, swords unsheathed and pistols aimed and ready. Their armor catches the fleeting, cold light, emphasizing their stern preparedness. Civilians gather cautiously behind makeshift barricades with faces a blend of apprehension and curiosity. A commanding figure steps forward, his salt-and-pepper beard framing a visage of battle-hardened authority. "Who are you? What business have you breaking the city's quarantine?" His voice booms with a stern urgency, eyes piercing as if daring someone to lie. "Speak! Lives are on the line here."*

As the characters disembark, they're immediately met by Sergeant Alaric (**hunter**) and a dozen Radiant Church militia **guards**, their faces stern and their weapons drawn. Sergeant Alaric wastes no time and orders his men to seize control of the cargo hold while demanding an explanation from the party.

The party can sufficiently explain their situation with a successful DC 13 Charisma (Persuasion) check. On a success, Sergeant Alaric visibly relaxes and orders his militia to ease their aggressive posture. He willingly fills the adventurers in on the city's troubles with scourge beasts and answers any questions they may have. On a failure, Sergeant Alaric remains skeptical and keeps his guard up, ordering his militia to maintain their battle-ready stance. He may still share some information, but his answers will be curt and vague, providing only the minimum information. Additionally, he may task one of his militia to follow the party and report their actions back to him.

If the party safely stopped the train and rescued other passengers, the steward openly praises their courage, easing the tensions. After a moment, a hooded individual steps from the huddled crowd of train passengers and discreetly shows something to a priest of the Radiant Church. The guards swiftly escort this mysterious person away, and all talk of breaking the quarantine ceases, though the individual's identity remains undisclosed. Unbeknownst to the party, this was a member of a prominent noble family and the true reason for the train breaking the city quarantine.

At this point, the characters can choose to place the blame on either the Forsaken or the Scions, with varying outcomes:

- **Choosing the Forsaken.** Placing blame on the rebels results in an increase in militia patrols in the Ruby District as they strive to crack down on the district even further. Life becomes just that much harder for the residents, and the Forsaken will prove to be more difficult to work with once they learn the characters are responsible.

- **Choosing the Scions.** Focusing the militia's attention on the Scions and manikins plays into Malach's plans and places the party directly in the Scions' crosshairs. The Radiant Church uses the testimony and evidence as leverage against the Scions, who in turn become increasingly difficult for the party to work with in the future.

- **Not choosing.** If the party doesn't take a stance, the hunters will sift through the train, finding evidence against both Forsaken and Scions. The Radiant Church will investigate and penalize both factions, each of which will, in turn, become more difficult for the party to work with.

Symbol of the Radiant Church, the "Innarda"

Sergeant Alaric rewards the party with a pouch of 10 gp if they stopped the train from crashing into the station. Regardless of which faction the party chooses as the perpetrator, he recommends they be seen for their wounds right away at a local infirmary, the Elysium Baths (page 31), to stave off infections. As many believe infected outsiders are promulgating the Scourge, he insists the party submit to one of the priest's medical inspections to confirm they are not showing any symptoms. Denying the evaluation could result in growing hostilities between the party and the militia. If the characters refuse the evaluation, Sergeant Alaric assigns a pair of human **hunters** named Garren and Seristina to escort the party to the bathhouse to be seen by Sister Alyce. The pair are hardened veterans, but their weariness can be spotted by a character with a passive Wisdom (Perception) score of 13 or higher or who succeeds on a DC 13 Wisdom (Perception) check. The characters can convince the hunters to let them walk around the city with a successful DC 15 Charisma (Persuasion) check, or ditch them in the crowds with a successful group DC 14 Dexterity (Stealth) check.

Surviving Rebel. If Kerry Holmes was saved by the party and secured for the authorities, he attempts to escape the guards. Kerry makes it only a few feet before the militia, without the slightest hesitation, cut him down to bleed out in the street. A character who succeeds on a DC 17 Wisdom (Perception) check notices a figure in the crowd, Marcus Kellen, reacting angrily towards Kerry's death (see "The Forsaken Rebel" section below).

Fake Incense

If the characters bring up the incense they've discovered, a thoughtful, middle-aged priest named Father Eamon steps forward from the militia's ranks. Father Eamon wears intricately woven clerical robes adorned with the symbols of the Radiant Church. Upon mentioning the incense, Father Eamon gratefully takes it from the party and rewards them with 10 gp. "May you continue to walk in the light," he murmurs, mentally noting the characters' names for future reference. Should they ask him questions about the city's current plight, he willingly shares some of its history and troubles with the Scourge, explaining how the Beast Incense (Beast Repellent, SGttEH page 33) keeps them at bay. The characters can earn a potential ally in Father Eamon and, by extension, the Radiant Church. However, Eamon is deeply committed to his religious cause and views those not aligned with the Church as sheep that have strayed and need guidance or judgment.

The Forsaken Rebel

If Kerry Holmes eludes capture by the militia with the party's help (see "The Dying Forsaken" section on page 19), Marcus Kellen seeks out the characters to gauge how the Forsaken may use them. A character with a passive Wisdom (Perception) score of 13 or higher or who succeeds on a DC 13 Wisdom (Perception) check notices his gaunt face and rugged demeanor and recognizes him as someone accustomed to life's harsher edges. Marcus probes the party for information, and if he finds the party helpful or trustworthy, he suggests that they visit the Midnight Emporium in the tunnel markets—the city's Black Market—to unload items the party doesn't want to get caught holding, such as the fake incense from the train. He gives them directions to a particular back alley and the passphrase "Three Little Beasts" to provide the nearby street urchins (see "Finding the Market" on page 19). The Forsaken spy takes note of the party for the future, taking their names and descriptions back with him to report to his superiors.

BLACK MARKET

The complicated maze of the Black Market lies beneath the labyrinthine streets of Luyarnha. This subterranean network is not merely a hideaway; it's a vibrant ecosystem of illegal trade and mysteries, a literal underworld beneath the city. The intricate tunnels, half-lit with dim oil lamps and luminescent fungi, defy any attempts to map them, as the market is constantly on the move. Here, walls whisper secrets, and shadows hold bargains.

By day, these tunnels serve as surreptitious passageways for those keen to evade the ever-watchful eyes of the Radiant Church and Luyarnha's various other authorities. However, as dusk falls and the feared scourge beasts claim the city streets, the Black Market transforms. An eclectic array of makeshift stalls materializes as if summoned by the night itself. Exotic tapestries unfurl, and secret doors swing open, revealing hidden chambers of forbidden artifacts. The atmosphere is electrifying, saturated with the scent of strange spices, salted meats, aromatic incense, and less identifiable substances that tickle the nose and cloud the mind.

Finding the Market

Due to the dangerous nature of the market and its roaming nature, the entrances used to access the tunnels change constantly. This rotation keeps the Radiant Church behind the curve in searching for the illegal marketplace. As an extra layer of security, a gang of young street urchins called the Cane & Dagger Crew operate as the only guides through the tunnels to the market, using hidden markings to find their way. Finding the Black Market will be difficult without the passphrase to gain their assistance (see "The Forsaken Rebel" section on this page).

Find an Entrance

Here are a few possible ways that characters may attempt to find one of the entrances to the tunnels:

- A tunnel entrance has very subtle engravings written in Old Luyarnhian, requiring a successful DC 15 Intelligence (History or Arcana) check to recognize them as a marker for black market activities.
- A trusted informant can point the party in the right direction, but they must succeed on a DC 12 Charisma (Persuasion or Intimidation) check to get the information.
- With a successful DC 16 Wisdom (Perception) check, characters may find secret, reflective runes only visible in the moonlight. These runes indicate the correct way to the black market.
- Information about the correct tunnels can be gleaned from tales told in the local tavern. Characters who succeed on a DC 14 Wisdom (Insight) check can discern which stories might be based on fact.

Traveling the Tunnels

Once in the tunnels, the characters must succeed on three out of five DC 15 Wisdom (Survival) checks to navigate to the Black Market. The Cane & Dagger Crew use scratched markings in Thieves' Cant that can be noticed with a successful DC 12 Wisdom (Perception) check. If a character can read the markings, the Survival checks can be made with advantage. On a failure, the characters become lost in the tunnels, eventually looping their way back to the entrance where they must each succeed on a DC 10 Constitution saving throw or gain a level of exhaustion.

The Moving Market

Upon entering the Black Market, the characters notice the stalls and shops are in the process of being dismantled, and many vendors are packing up their wares. The usually vibrant and busy market is quieter, with merchants and customers few and far between. It's clear that the market is preparing to relocate to evade the Radiant Church and militia raids.

The few merchants that remain are in a hurry to sell off their remaining stock and are less inclined to haggle. The selection of goods is limited compared to usual, reflecting the impending move.

Once the party's visit comes to an end, the market guards begin to usher people out, signaling the closure of this location. The guards, while courteous, are firm in ensuring everyone leaves in a timely manner.

Entering the Market

Stepping into the Black Market is an overwhelming experience. Oil lamps hanging from rough-hewn archways swing gently, their flames casting elongated shadows that dance like restless spirits upon the cracked tunnel walls. The clamor of haggling voices blends into an almost musical din, punctuated by the occasional cackle of laughter or the clinking of coins. Peddlers hawk their wares with the fervor of zealots, gesturing toward "enchanted" trinkets, rare tomes, and vials of mysterious liquids that shimmer with an inner light.

Stalls draped with cloth of deep purples and blues display an array of exotic weapons and armor, each with an air of history and danger. Further down, the market takes on a darker tone. There, hidden behind velvet curtains or grizzled bodyguards, are things you won't find in any sanctioned marketplace: creatures in wondrous and grotesque cages and sealed urns containing the ashes of beings best left unnamed.

Personal Mission: Forgotten Echoes. *The character notices a small book with a green cover and faded gold-leaf lettering bearing familiar-looking text. The title, in an ancient religious script, matches the mysterious tattoo on the character's skin, a symbol the marketeer identifies as meaning "chosen." Inside, the pages are filled with what appears to be mundane daily entries, lists, and notes, all written in the same old script. Despite its ordinary contents, the book's existence suggests a deeper significance to the character's tattoo. It hints at a connection to a forgotten religious practice, perhaps indicating a chosen path or destiny once celebrated in ancient times.*

Interesting NPCs

Here are a few interesting NPCs the party may encounter in the Black Market

- ***Mistress Pastonia.*** A master potion-maker who deals in more than just healing tonics. She's known for her "Wares of Desire," potions said to grant love, luck, or ruin, depending on your needs—or your daring.
- ***Faerlan the Forger.*** With ink-stained fingers and a mischievous grin, Faerlan offers incredibly convincing forgeries of official documents. Some say he once replicated the signature of the High Bishop of the Radiant Church, though that's a story he neither confirms nor denies.
- ***Captain Siren.*** A retired thief who now sells curiosities from lands unknown. Her multi-colored eye patch carries an exciting story, but her talking raven, Poe, steals the show—and sometimes small trinkets from the unsuspecting.
- ***Jathon the Whisperer.*** The man who knows too much deals in information, but his prices aren't always in gold. They say he can tell you about organizations so secretive that even its members don't know each other.

Rumors and Secrets

As the party weaves through the market, they might catch hushed conversations:

D4	RUMORS AND SECRETS
1	There are whispers of a hidden chamber within the market that holds an ancient artifact known to have the power to ward off the most fearsome of the scourge beasts.
2	Grim, a beast hunter, has supposedly set a handsome price for anyone who can bring him the heart of a belua. It is a dangerous task, considering one such creature prowls the very tunnels of this market.
3	Once a month, an invitation-only auction is held when the moon is but a sliver in the sky. The items are said to be extraordinary, like a mirror that shows your death or a ring that makes you invisible to gods and monsters alike.
4	Rumors hint at a hidden gambling pit where more than gold is at stake. Some say souls have been lost and won within its velvet-lined walls. Entrance is by invitation only, offered by the enigmatic host, known only as the Blood Serpent.

Goods and Services

Use the following tables to expand on the party's dealings within the Black Market.

Types of Goods

GOODS	PRICE RANGE
Contraband substances	25-100 gp
Stolen goods	20-500 gp
Weapons and armor	50-1,000 gp
Exotic creatures	75-200 gp
Spell components	125-1,250 gp
Arcane tomes and scrolls	250-3,000 gp

Special Services and NPCs

GOODS	PRICE RANGE
Fortune teller	25 gp
Rogue with map pieces	50-100 gp
Fugitive broker	100-400 gp
Bounty hunter	200-500 gp
Artifact appraiser	10-50 gp
Forbidden lore scholar	30-150 gp

Optional Bartering Rules

BARTERING OUTCOME	PRICE CHANGE
Persuasion/Deception check fails	+10-20%
Persuasion/Deception check succeeds	-10-20%
The check fails by 5 or more	No sale
The check succeeds by 8 or more	-25%

Midnight Emporium

Veiled within the labyrinthine recesses of the Black Market, the Midnight Emporium serves as a sanctuary for seekers of esoteric and illicit wares. A door marked by time-worn runes is the only indication of its presence, shielding it from the scrutiny of both the righteous and the law. Two daunting human **guards**, Tharn and Jorvik, are the wardens of this gateway. With vigilant eyes that scrutinize every passerby, they are skilled at identifying potential threats or law enforcers.

A feeling of otherworldliness envelops visitors as they traverse the threshold. The atmosphere is steeped in an uneasy blend of wonder and dread, amplified by the dim light emitted from flickering oil lanterns. Shelves adorned with arcane items demand attention: scrolls sealed with waxen sigils, vials of iridescent liquids, and mysterious trinkets from unknown realms. At the room's end, beaded curtains partially conceal a wooden counter, above which hangs a sign: "All Sales and Offers Are Final. No Questions, No Refunds."

The proprietor, Orik the Slick (CN, cursed-blood **spy**), is a wiry man who wears a wide-brimmed hat that casts a shadow that obscures all but his sly grin. Orik deals in all forms of arcane and otherworldly artifacts, no questions asked. Eris, his youthful apprentice, is often seen dusting off artifacts or cataloging new acquisitions. Though seemingly innocent, rumors suggest he's under Orik's tutelage for dark magical arts. A successful DC 16 Wisdom (Insight) check reveals Eris might know more than he lets on.

Personal Mission: Dark Ascension. *A ledger, marked by an obscure symbol of the Radiant Church and written in code, sits among recently dropped-off documents. This symbol, known only to those well-versed in the Church's secretive practices, hints at the ledger's significant contents. Inside, coded entries suggest high-ranking officials within the Radiant Church have been conducting forbidden rituals beneath the cathedral, involving human sacrifices to curry favor with a dark entity for power. The ledger, available for purchase for 1 gp, contains crucial evidence of these heretical actions, potentially exposing the Church's dark ambitions to control the populace through unspeakable means.*

Selling the Incense

Beast Incense—or Beast Repellent as it's commonly known—is sanctified by the Radiant Church's Ministry of Light to repel beasts and scourgeborne creatures with its distinct aroma. Widely used in Luyarnha, it has recently been scandalized due to ineffective, black-market versions appearing in the Ruby District. The incense only repels, not immobilizes, beasts, making those who don't use it more vulnerable. This loophole has been exploited to target individuals by surreptitiously extinguishing their incense, exposing them to beast attacks.

If the party brings the incense from the train for sale, Orik's eyes sparkle with greedy delight. He quickly puts forth an offer of 1 sp per stick of incense. He points to the sign above the counter if the party attempts to haggle. A successful DC 15 Charisma (Persuasion) check convinces Orik to share information about the origins of the incense (as described above) and rumors of a counterfeit incense operation, hinting that one of the city's most respected nobles is behind it. However, he can discover the information for the characters for 100 gp, although it may take some time.

GM's Note: *The details of the incense operation are further explored in the next part of the Rise of the Wretched adventure series. If you run 'The Cursed Convoy' as a singular adventure instead, Orik can point to a minor noble family with a black sheep that dabbles in the drug smuggling trade. This minor noble is merely a go-between and fall-guy for the larger machinations of Malach.*

CHANCERY LANE BAZAAR

Bathed in the gloom of a fog-choked night, the Chancery Lane Bazaar stretches across cobblestone streets, each lined with vendor stalls shrouded in tattered canvas canopies. A multitude of creaking signs swing in the cold wind, advertising everything from meats and clothing to tools and weapons. Shopkeepers, draped in thick woolen cloaks and obscured by the mist, hawk their wares in hushed tones, eyes flickering nervously toward the shadows. The air is thick with the scent of incense fighting back an undertone of sewage. Patrons clad in all manners of garb, from the opulent to the ragged, hurry from stall to stall, clutching their belongings tightly. Gas lamps gutter in iron sconces, casting muted glows that barely pierce the enveloping darkness. An unsettling melody from an unseen hurdy-gurdy fills the air, oddly echoing as though defying the laws of sound and space.

At the far end of the square, Rodric the Alchemist sells alcohol and "healing" elixirs of questionable origin, his eyes constantly darting about as if expecting trouble. His brews and tinctures are potent, but their ingredients are dubious at best. Nearby, Meadda the Weaver offers intricately embroidered garments and homespun talismans that promise protection against supernatural forces, her silvery hair meticulously braided with crimson-thorn vines.

The notorious Black Blade Arms stall attracts a crowd with its array of unique weaponry; its proprietor, Gregor the Bonegrinder, has a reputation as a ruthless mercenary said to possess a sword that can sever a person's soul. Near the market's center is a mysterious tent, shrouded in darkness, where visitors report hearing discordant melodies. Rumor has it that the tent is a gathering spot for a cult that seeks to commune with supernatural forces to fight the waves of scourge beasts.

Bazaar Map 2
by *CzePeku*

Arriving in the Bazaar

The air is tinged with a cacophony of hawkers and the acrid scent of exotic spices, both alluring and subtly foreboding. The moon casts its dim light on a varied tableau of colorful stalls as each vendor peddles their wares with false cheer and forced smiles. Characters who succeed on a DC 13 Wisdom (Perception) check feel the instinctive need to tread carefully; while commerce thrives in this cluttered space, there is an undercurrent of fear and unease that runs through the entire bazaar.

Use the Optional Bartering Rules table on page 29 to enhance the party's experience in the bazaar. Some of the possible vendors the characters can find in the bazaar include:

- Alchemist
- Animal trader
- Blacksmith
- Butcher
- Clothing and textile
- Esoteric trinkets
- Fresh produce grocer

Use the Random Bazaar Encounters table below to include random encounters at your discretion:

Random Bazaar Encounters

D6	ENCOUNTER
1	As the party browses the stalls, they notice someone has lifted an item from them. A quick chase ensues through a labyrinth of corridors and stalls. If they catch the thief, they may find their pockets also filled with stolen contraband they didn't put there.
2	flask explodes from the alchemist's stall, releasing a strange vapor. Everyone in the vicinity must succeed on a DC 14 Constitution saving throw or be poisoned for 1d4 rounds.
3	The party walks through an area where the magical weave is particularly tangled. A spell cast within this zone has a wild magic surge effect. This area is well-known to black marketeers, who sometimes lure adversaries here.
4	The party hears cheers and jeers from a hidden alcove. If investigated, they find an underground fight club. Betting is encouraged, and one party member may choose to participate for a cash prize and potential renown.
5	A food vendor offers free samples of an exotic dish. Those who try it and succeed on a DC 16 Wisdom (Perception) check realize there's a very illegal component to the dish. The vendor might offer to pay for the party's silence or become hostile, depending on their reaction.
6	A young child approaches the party, claiming to be lost. However, the child is actually bait for an ambush, or perhaps they are genuinely lost and in possession of an artifact or important piece of information.

ELYSIUM BATHS

The Elysium Baths, originally designed for leisure and relaxation, now serve as an emergency hospital under the guidance of Sister Alyce. It provides a sanctuary for injured hunters and sick citizens who cannot find help at the heavily guarded doors of the Grand Cathedral. Visitors are greeted by a stone archway adorned with ancient carvings depicting sacred myths. Two weary but vigilant human **hunters** named Samson and Lars stand guard at this entrance, welcoming anyone genuinely needing aid.

The once tranquil atmosphere has shifted to one of palpable urgency. The water, which used to flow clear, has taken on an unsettling orange hue, tainted by sickness and blood. Beside these pools, rows of cots accommodate those too weak to enter the water. Volunteers, many of them battle-scarred, attend to the needs of the suffering.

Once the characters enter the baths read aloud the following:

> *The central chamber of the bathhouse holds streams of water tainted with blood and filth and surrounded by cots filled with wounded and ailing individuals. The air is a mixture of medicinal herbs, sweat, and the metallic tang of blood. In the background, quiet conversations mix with the occasional groan of pain or whispered prayer. At the far end of the room, a woman in simple robes directs volunteers, her face a calm contrast to the suffering around her.*

At the helm of the Elysium Baths' infirmary is Sister Alyce (**priest**), a beacon of guidance and healing in these troubled times. She's ably assisted by Samson and Lars (**hunters**), wearied by their duties but standing guard resolutely at the entrance.

Inside, six volunteers (**commoners**), their arms marked by scars of past skirmishes, move among the cots, providing essential care for the afflicted. Eight **hunters** lie in these beds, their wounds too grievous for easy recovery (they each are reduced to 1 hit point). Attempts by the characters to use healing magic or similar effects are unsuccessful, as the infections prove resistant to such treatments.

Rest and Recovery

As a sanctuary within the chaos of Luyarnha, the Elysium Baths under Sister Alyce's care offer a unique boon: characters can take a short rest here and enjoy the benefits of a partial long rest (see "Modified Rest Rules" section on page 7). This accelerated healing is due in no small part to Sister Alyce's expert ministrations. However, while the infirmary is a place of recovery, its resources are finite. She has 2d4 *holy tonics* and a healer's kit along with basic medical supplies on hand but in limited quantities, serving as a poignant reminder of the desperate straits the city finds itself in.

Personal Mission: Hunter's Vow. *As the characters are recovering in the bathhouse, they overhear an interesting tale from an injured hunter named Larson. His body is covered in criss-crossed stitches from the deep wounds he received. The hunter shares details about a unique scourge beast he encountered, saying, "It's unlike anything we've seen before. I barely escaped with my life, everyone else is dead. That thing... it's not just a beast. It's a nightmare made flesh."*

He willingly shares the following details about the beast:

- *His sewer patrol was decimated by the beast.*
- *Its fur is as white as snow, making it stand out in the darkness of the sewers.*
- *It's covered in scars that seem to have a strange, almost unnatural pattern.*
- *The beast is exceptionally fast and agile, capable of decimating a well-armed patrol with ease.*
- *Its eyes leave a lasting impression on the hunter, suggesting intelligence or perhaps something more sinister.*

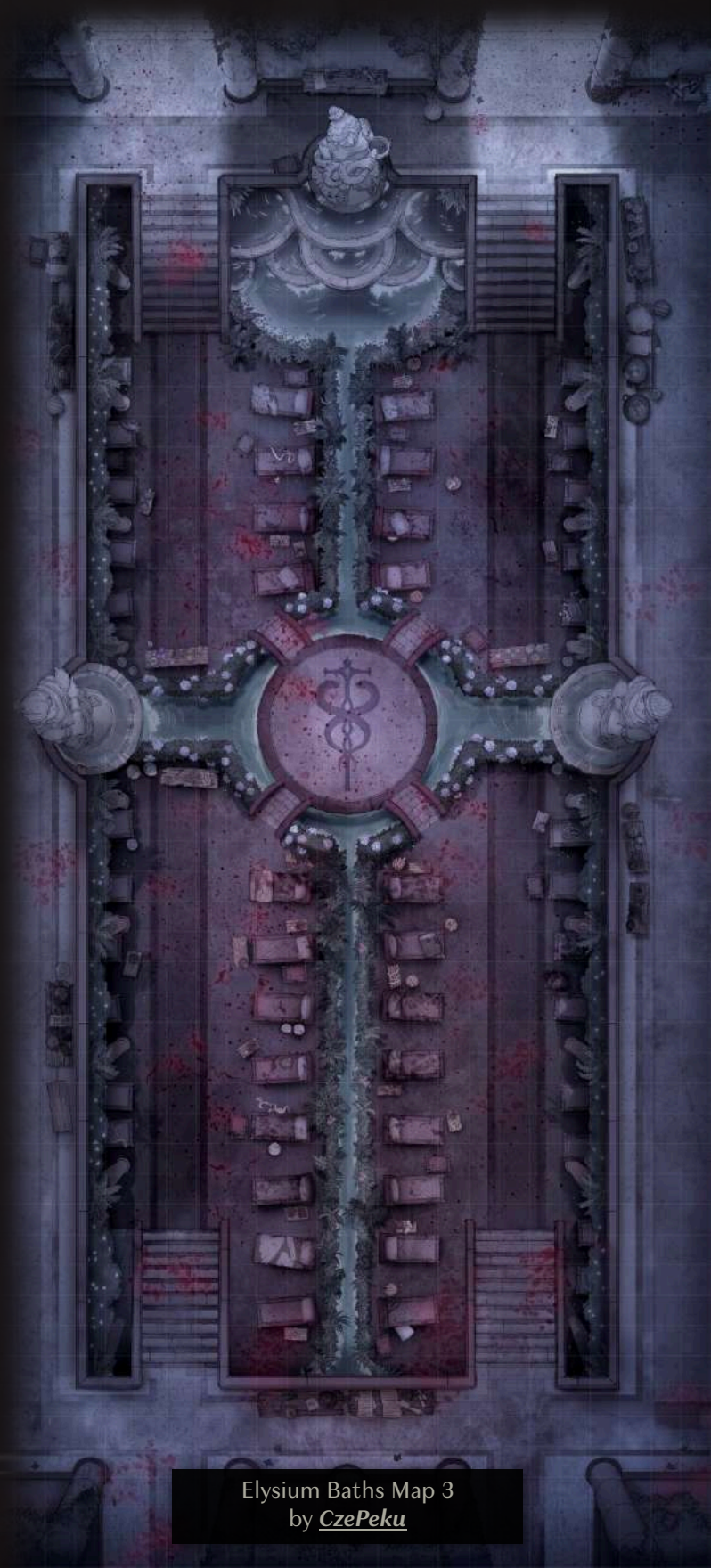
Scourge Attack

The relative tranquility of the infirmary is shattered when scourge beasts burst through one of the less secure doors, immediately launching into attacks against defenseless patients and the party. Their assault is fast and vicious. Each character must succeed on a DC 15 Wisdom (Perception) check or be surprised once they burst into the baths.

Read aloud the following to kick off the encounter:

The room's tense calm shatters as the door bursts open. Snarling masses of twisted flesh with glowing eyes and grime-matted wings storm in, their decaying limbs propelling them toward the defenseless patients.

Map 3: Baths



Elysium Baths Map 3
by CzePeku

Malach smuggled three **corvian dwellers** out of the Ruby District, and his manikin agents released them to sow chaos in the marketplace and baths. Samson and Lars hold two at bay, but the third begins to rip through the injured patients, accompanied by two corrupted hounds (**mastiffs**) with patchy and matted fur and splotches of dark, diseased flesh underneath. The scourge beasts use their limited flight to attack the weakened patients, reveling in their screams and terror before focusing on the greater threats of the party and guards. **[Encounter 5]**

Sister Alyce. If the characters struggle to defeat the scourge beasts, Sister Alyce assists by casting *cure wounds* and *sanctuary*. Otherwise, the priest focuses her attention on protecting the other patients.

Market Massacre

Once the scourge beasts have been defeated, the screams of terror continue to come from the nearby Chancery Lane Bazaar. Once the party exits the baths, read aloud the following:

> *Monstrous beasts burst from the shadows, their patchy, diseased fur and elongated fangs on full display. Their malevolent yellow eyes shimmer as dagger-like claws rip through the screaming crowd.*

There are multiple groups of scourge beasts at the locations marked by an X on Map 2: Bazaar. Each location has two scourge beasts (they use **giant rat** (**diseased**) statistics) and are attacking a citizen (**commoner**). After killing the citizen or being targeted by a character, each group of scourge beasts switches its focus onto the party. Throughout the encounter, smoke billows from nearby homes, and the sounds of battle can be heard from nearby alleys where militia members battle scourge beasts. **[Encounter 6]**

Once the bazaar has been cleared, an embattled militia squad approaches the party. Proceed to the "Conclusion" section.

Personal Mission: Dark Ascension. *One of the scourge beasts is wearing an iron and brass collar with mechanical parts. This collar, equipped with broken vials and electrical wiring, bears marks identifying it as coming from a Scion laboratory. The collar's design suggests a blend of alchemy and engineering, aiming to manipulate the beasts' behavior. It serves as concrete evidence of efforts to control the scourge and transform these creatures into bioweapons against their foes.*

Conclusion

After the scourge beasts are defeated in the bazaar, the party hears the distinct clanking of armor and sees Sergeant Alaric Ogden leading a militia group toward them. Alaric's piercing blue eyes meet theirs, and he gives them a nod that suggests both approval and relief.

"It looks like you're making yourselves useful," Alaric says, eyes scanning the defeated beasts. "We're stretched thin and these attacks are getting more frequent. We've been looking into the source of the beasts, and we believe we've discovered a connection to the recent attacks and the city's water supply."

The sergeant then leans in, his voice tinged with urgency. "You've shown you can handle yourselves, and we could use more like you. The district's safety is my primary concern, and you've already proven you can help ensure that. How about it?" he asks, making it clear that future cooperation could deepen the party's involvement in the district's tenuous state. Alternatively, if the characters choose to turn down the sergeant, he is disappointed and nonplussed at their decision. He thanks them for their assistance and will still keep them in mind if their help may be needed. However, the militia is less likely to trust the party moving forward and may not be as open to assisting them if they need help.

Experience and Future Adventures

This adventure concludes with the defeat of the scourge beasts in the bazaar, where the party earns enough XP to attain 2nd level. The story continues in the next part of the series, *In the Belly of the Beast*, where the characters delve deeper into the mystery of the rise in scourge beast attacks, the connection between the Black Market and the smuggling of manikin parts, and further confrontations with the Radiant Church and Forsaken in the city's sewers.

Get the Rest of the Adventure by Clicking here!

Encounter 1 Key Points:

Environment

If a character failed to notice the steward's nervousness they are surprised on the first round of combat.

Enemies

- **2 fallen luyarnhians**

NPCs

- **5 commoners** (4 passengers + the steward)

Strategy

The fallen luyarnhians attack whoever is closest to them, including other passengers and the steward. If attacked, they refocus on who they see as the biggest threat and fight to the death.

Copy-Paste HP & Combat Tracker:
(simply paste the content of this box, add your players, and rearrange in order of initiative)

Fallen Luyarnhian 1: 33 <----HP
Fallen Luyarnhian 2: 33
Steward (commoner): 4
Commoner x4: 4; 4; 4; 4

Fallen Luyarnhian

Medium beast & humanoid (any race), chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

Skills Athletics +4
Senses passive Perception 10
Languages Common (can't speak coherent sentences)
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The fallen has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The fallen has advantage on an attack roll against a creature if at least one of the fallen's allies is within 5 feet of the creature and the ally isn't incapacitated.

Visceral Strike. The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores against a creature with a melee attack.

Actions

Claw. Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Commoner

Medium Humanoid (Any Race), Any Alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

BACK TO THE ADVENTURE

Encounter 2 Key Points:

Environment

If the characters are noisy, the fallen luyarnhian lays in ambush behind the crates.
If it didn't hear them coming, it is busy feasting on a corpse.

Enemies

- 1 **fallen luyarnhians**

NPCs

- **1 commoner** (Kerry Holmes)

Strategy

Focuses on who it sees as the biggest threat and fights to the death. The beast doesn't notice Kerry.

Copy-Paste HP & Combat Tracker:
(simply paste the content of this box, add your players, and rearrange in order of initiative)

Reroll initiative for the enemies and NPCs for each X on the map. For the sake of brievity you can keep the same initiative count for players.

Fallen Luyarnhian: 33
Kerry Holmes (commoner): 4

Fallen Luyarnhian

Medium beast & humanoid (any race), chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

Skills Athletics +4
Senses passive Perception 10
Languages Common (can't speak coherent sentences)
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The fallen has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The fallen has advantage on an attack roll against a creature if at least one of the fallen's allies is within 5 feet of the creature and the ally isn't incapacitated.

Visceral Strike. The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores against a creature with a melee attack.

Actions

Claw. Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Commoner

Medium Humanoid (Any Race), Any Alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

BACK TO THE ADVENTURE

Encounter 3 Key Points:

Environment

- When the party enters the Coal Car, the train lurches. all party: **DC 15 Dexterity saving throw** or fall prone.

- **Hazard: Coal Dust.** The presence of coal dust in the car creates a volatile environment near the top of the car. If a spell or attack that deals **fire** or **lightning** damage is used, it triggers an explosion in the air. Each standing creature within the car must make a **DC 17 Dexterity saving throw**, taking 1d6 fire damage on a failed save, or half as much damage on a successful one.

Enemies

- 1 **animated armor** (A dismembered manikin, modifications included in the statblock.)

NPCs

-

Strategy

Crawls toward the closest target and mauls it.

Animated Armor

Medium Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6
Languages —
Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Copy-Paste HP & Combat Tracker:
(simply paste the content of this box, add your players, and rearrange in order of initiative)

Dismembered Manikin (animated armor): 15

BACK TO THE ADVENTURE

Encounter 4 Key Points:

Environment

On initiative count 20 (winning ties), each creature must succeed on a **DC 13 Dexterity saving throw** or fall prone due to the lurching train. The **DC increases by 1 each turn** until the brake is activated. The train crashes after 3 turns, unless it is stopped.

Enemies

- 1 **fallen luyarnhian (bloated nightmare)**
- 2 **mastiffs**

NPCs

- **none**

Strategy

The fallen is protective of the mastiffs, and attacks whomever damages them most.

Copy-Paste HP & Combat Tracker:
(simply paste the content of this box, add your players, and rearrange in order of initiative)

Reroll initiative for the enemies and NPCs for each X on the map. For the sake of brievity you can keep the same initiative count for players.

Mastiff 1: 5
Mastiff 2: 5
Fallen Bloated Nightmare: 33

Fallen Luyarnhian: Bloated Nightmare

Medium beast & humanoid (any race), chaotic evil

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

Skills Athletics +4
Senses passive Perception 10
Languages Common (can't speak coherent sentences)
Challenge 1/2 (100 XP)

Fallen Echoes. If the fallen is killed by a hostile creature, it explodes in a crimson mist. All creatures that are allied to it within 30 feet of it become enhanced for 2 rounds (on this initiative count, losing initiative ties). Whenever an enhanced creature makes an attack roll, saving throw, or ability check, the target can roll a d6 and add the number rolled to the result.

Keen Hearing and Smell. The fallen has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The fallen has advantage on an attack roll against a creature if at least one of the fallen's allies is within 5 feet of the creature and the ally isn't incapacitated.

Visceral Strike. The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores against a creature with a melee attack.

Actions

Claw. Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Mastiff

Medium Beast, Unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

BACK TO THE ADVENTURE

Rastislav Le

Encounter 5 Key Points:

Environment

- Each character must succeed on a **DC 15 Wisdom (Perception) check** or be surprised once the enemies burst into the baths.

Enemies

- **3 corvian dwellers**
- **2 mastiffs**

NPCs

- **1 priest** (sister Alyce)
- **2 hunters** (Samson and Lars, guarding the baths)
- **6 commoners** (providing aid to the wounded)
- **8 hunters** lie in beds (they each are reduced to 1 hit point and incapacitated).

Strategy

- **Enemies.** The scourge beasts use their limited flight to attack the weakened patients, reveling in their screams and terror before focusing on the greater threats of the party and guards.

- **Sister Alyce.** If the characters struggle to defeat the scourge beasts, Sister Alyce assists by casting *cure wounds* and *sanctuary*. Otherwise, the priest focuses her attention on protecting the other patients.

- **Commoners.** Take the Dodge Action and attempt to runaway from the monsters.

- **Samson and Lars.** Fight alongside the party.

Copy-Paste HP & Combat Tracker:
(simply paste the content of this box, add your players, and rearrange in order of initiative)

Priest Alyce: 27 (---> this is the HP)
Hunter Samson: 58
Hunter Lars: 58
Corvian Dweller 1: 49
Corvian Dweller 2: 49
Corivan Dweller 3: 49
Mastiff 1: 5
Mastiff 2: 5

Initiative 0:
Wounded Hunters x8: 1; 1; 1; 1; 1; 1; 1; 1.
Commoners x6: 4; 4; 4; 4; 4; 4

BACK TO THE ADVENTURE

Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Flexible Combatant. When the hunter draws or stows a weapon, it can draw or stow another weapon with the other hand. It can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if the hunter is carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other hand, it doesn't have disadvantage on attack rolls with ranged weapons from being within 5 feet of a hostile creature.

Actions

Multiattack. The hunter makes two longsword attacks. If it has a firearm drawn, it can also make a firearm attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Firearm. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Dodge Step (3/Short Rest). If the hunter's speed isn't 0, and it is targeted by an attack, it dodges in defense. It moves 5 feet, and makes a Dexterity saving throw with a DC equal to the attacker's attack roll's total. On a success, it evades completely and the attack misses. On a failure, it halves the attack's damage against itself if the attack hits. This movement doesn't provoke opportunity attacks.

Corvian Dweller

Medium beast & humanoid, chaotic evil

Armor Class 13 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	3 (-4)	13 (+1)	4 (-3)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages -
Challenge 1 (200 XP)

Broken Wings. The corvian dweller falls if it ends its turn in the air and nothing else is holding it aloft.

Mimicry. The corvian dweller can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Insight check.

Actions

Multiattack. The corvian dweller makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Reactions

Wing Flutter. If the corvian dweller's speed isn't 0, and it is targeted by a melee attack, it flaps its wings in defense. It moves 5 feet, and makes a Dexterity saving throw with a DC equal to the attacker's attack roll's total. On a success, it evades completely and the attack misses. On a failure, it halves the attack's damage against itself if the attack hits. This movement doesn't provoke opportunity attacks.

Commoner

Medium Humanoid (Any Race), Any Alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)
Hit Points 27 (5d8+5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages Any Two Languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d6) bludgeoning damage.

Mastiff

Medium Beast, Unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

Rastislav Le

Encounter 6 Key Points:

Environment

-

Enemies

- 2 **diseased giant rats** per X on the map (scourge beasts)

NPCs

- 1 **commoner** per X on the map

Strategy

The rats will focus on the commoner first before turning towards the party. If damaged by the party, it will turn to them first.

Commoner

Medium Humanoid (Any Race), Any Alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Diseased Giant Rat

Small beast, Unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies

Copy-Paste HP & Combat Tracker:
(simply paste the content of this box, add your players, and rearrange in order of initiative)

Reroll initiative for the enemies and NPCs for each X on the map. For the sake of brievity you can keep the same initiative count for players.

Diseased Giant Rat 1: 7
Diseased Giant Rat 2: 7
Commoner: 4

BACK TO THE ADVENTURE